# ACHTUNG! Cthulhu

ADVENTURE SERIES



# The Trellborg Monstrosities

John Houlihan

CALL OF CTHULHU HORROR ROLEPLAYING

MODIPHIUS ENTERTAINMENT

# Terror in the Arctic Circle!

***Achtung! Cthulhu*** brings you a two-fisted wartime roleplaying game setting packed full of fiendish Nazis, terrifying ancient mysteries, legendary war machines, and enough writhing tentacles to fill ten Reichstags!

*The Trellborg Monstrosities* is a standalone adventure for both hardened ***Call of Cthulhu*** veterans and newcomers alike and is set in 1943 as the tide of war is finally turning against the Nazi war machine.

Join a band of heroic investigators, including resistance partisans and British special forces, as they plunge deep behind enemy lines on the frozen Norwegian-Finnish border to confront an ancient horror and a terrifying artefact which could alter the course of the war. Based on *The Trellborg Monstrosities*, the horrifying novella by John Houlihan—also available from Modiphius Entertainment!

Inside you will find everything that you need for hours of gripping roleplaying adventure including:

- A standalone multi-part adventure for hours of spine-chilling play.
- Detailed maps of the frozen border of Norway and Finland, the village of Trellborg, and an abandoned Nazi camp.
- Four pre-generated investigator characters to get you straight into the action.
- Rules for new skills, spells and equipment.

Requires the ***Call of Cthulhu*** 6th edition rulebook to play.

Modiphius Entertainment

Call of Cthulhu Horror Roleplaying

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# ACHTUNG! Cthulhu

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*Six of us came out, now I alone remain and it shan't be long before this bitter cold claims me too...*

# Foreword

It began, as most good things are wont to do, over a beer. Sitting in a pub off the Marylebone Road and catching up with Chris Birch on other unrelated and rather more mundane matters, we were soon yarning away and discovered a mutual appreciation for Lovecraft and a shared passion for the World War Two. He mentioned ***Acthung! Cthulhu*** and immediately my imagination went 'boiiing', Lovecraft and World War Two mashed together? Simple, but amazing as all the truly great concepts are. He said, "you should do something", I said, "I will", and absolutely meant it. From such humble seeds do strange (world) trees grow.

I was a World War Two obsessive when I was growing up and couldn't imagine wanting to be anything else, but a soldier when I was a kid. I devoured heroic tales of daring do in the pages of comics like *Victor*, *Battle*, and *Warlord*, and begged or borrowed every possible book I could find on the subject, firing myself up on tales of brave, square-jawed allied heroes and evil Nazi villains in what looked to childish eyes like the ultimate adventure playground—a whole world at war.

Time of course bought a different perspective; childish dreams of being a soldier gave way to other things. Maturity also brought a deeper understanding of the very real nuances of politics, history, and the horrors that emerged from what we can only hope will be the final world war. From 70 years away, it is salutary to remember what the true fruits of seven decades of peace in Europe have actually brought and the sacrifices hundreds of thousands of people made to give us the rights and freedoms that we consider we're now entitled to.

Nevertheless, it has also been fantastic to work with Chris, Rita, Michal, Pookie, and all the artists, editors and other Modiphius contributors who have helped make *The Trellborg Monstrosities* what it is that you see before you today. A huge thanks must also go to you, the gamers who have so generously taken part when we took *Trellborg* on the road, live testing it with willing vict– erm players and whose insights, humour, and reactions have helped shape this final version. As a writer it is truly humbling to see your words take flight and go on the spark other people's minds, pens, and imaginations and I thank you all very much for that.

So here it is. I hope that you enjoy the journey through this fantastic and macabre world of high adventure to confront the horrors at Trellborg. The making of it took me to some fascinating places—ancient Viking temples, strange Nazi castles, Aryan paganism, the invention of a new Mythos race, and ultimately a peculiar, *fey*, and infuriating anti-hero, who confounds as much as he delights and has stuck with me ever since.

I hope you go on to play some of the other splendid works and worlds that the creators at Modiphius Entertainment are preparing, like *Assault on the Mountains of Madness* and *Shadows of Atlantis* as well as the excellent *Keeper's* and *Investigator's Guides*. Rest assured that I am looking forward to them as much as you are, but as a player rather than a writer or Keeper this time. I want to explore these worlds and stories as much as you do!

Everyone at Modiphius has been hugely grateful for your support and pledges via the recent Kickstarter campaign which has exceeded all of our wildest expectations. It is amazing to know that there is a real appetite for our work out there and inspirational to garner such huge backing from our fans.

If you enjoy getting to know the mysterious Mister Seraph, Major Powell, Sven and Olaf, and this, the first tale of Section M as much I have loved writing about them, rest assured that this is not the end, nor the beginning of the end, just the end of the beginning (thanks Winnie). As of Spring 2013, two more Seraph stories are already complete and being readied for release, and work on a new game scenario has already begun.

If you want to know more have a look Facebook for *The Trellborg Monstrosities* or follow me on Twitter @johnh259 to keep up with all the latest. Do not be afraid to drop me a line and say hello. It is always a real pleasure to hear comments and criticism from fans.

John Houlihan
Spring 2013

# Introduction

"Up here in the far frozen reaches of the vorld, the normal laws and boundaries of civilisation no longer apply." - Sven Godmundson

*The Trellborg Monstrosities* is the first in a series of standalone episodic adventures featuring the mysterious Mister Seraph and the operatives of Section M for the ***Achtung! Cthulhu*** roleplaying series. ***Achtung! Cthulhu*** is a setting for Lovecraftian roleplaying during World War Two, allowing you investigate, explore, and discover the truth behind the malign influence of the Lovecraftian mythos as war engulfs the globe during 1939-1945.

This version of *The Trellborg Monstrosities* is intended for use with the ***Call of Cthulhu*** roleplaying game published by Chaosium inc. Everything else you need to play can be found there. Four ready to use investigators created using the 6th edition of the ***Call of Cthulhu*** rules can be found in the **Pre-generated Characters** chapter beginning on page 36. Alternatively, players can create their own investigators using the ***Call of Cthulhu*** rules.

## ADVENTURE OVERVIEW

As winter seeps into spring in 1943, the balance of the war between the Allied and Axis powers hangs on a knife edge. German forces have just suffered their first serious reverse at Stalingrad, US troops have driven the Japanese off Guadacanal, and the long beleaguered British hope to entice the Americans to enter the war in Europe and ultimately liberate the Nazi-occupied mainland.

In Norway, a growing resistance movement becomes ever bolder and, working hand-in-hand with British intelligence, continues to cause the occupying Germans major headaches. In February, a combined British commando and Norwegian resistance team completed *Operation Gunnerside*, successfully blowing up the Vemork heavy water plant at Rjukan, thus sabotaging Nazi efforts to produce heavy water, a pre-requisite for the Nazi's nascent nuclear programme.

However in the far north, on the edge of the Arctic Circle, a new threat to the Allied cause is emerging, one that could change both the balance of the war and the future of mankind itself. The discovery of a long-forgotten Norse saga has led a prominent Nazi occultist in command of a Company of SS Black Sun troops to mount a mission to excavate a pagan temple, where he hopes to unleash evil from down the ages and unlock the secrets of an artefact that will dwarf the power of the atom.

Yet, all hope has not been lost. There still remains a chance to thwart this new Nazi threat; the Norwegian resistance has sent word to London of strange activity around the mountain known as *Odin's Nrykin*, or *Odin's Fist*, close to the tiny village of Trellborg on the Norwegian-Finnish border—rumoured to be an ancient pagan site.

"Valhalla calling London Station... unusual SS activity in the region of Odin's Fist. Stop. Recommend you send urgent assistance. Message ends."

Knowing little for certain, but suspecting dire danger, British intelligence hastily assembles a crack team comprised of members of the Special Boat Section, accompanied by civilian specialists. Aided by the mysterious Mister Seraph, an expert from Section M, the team's mission is to investigate and neutralize the Nazi's latest occult threat.

Dropped off by submarine into the inhospitable waters of the North Sea, the British team must infiltrate deep into the

## Achtung! Cthulhu Skill Difficulties

There will be certain situations in an ***Achtung! Cthulhu*** adventure or supplement that will present an investigator with more or less of a challenge to his standard skill ability. In such instances, the skill's percentile value is temporarily modified. If the challenge is *Easy*, but there still exists the chance of a mishap, the skill's value is doubled. However, if the challenge is *Difficult*, the skill's value is halved and rounded down.

For example, an investigator with Spot Hidden 30% faced with an *Easy* Spot Hidden check would roll against an enhanced value of 60%, but against one of only 15% if facing a *Difficult* Spot Hidden roll. This modification can also be applied to Idea or Know rolls.

The Keeper is, of course, free to modify an investigator's skill rolls according to the situation and as he sees fit.

## Section M

As the course of the war has turned and Hitler's pursuit of occult artefacts and power has grown, the Allies have been forced to respond. Classified beyond top secret, but endorsed at the highest levels by all Allied governments, Britain's Section M was founded to counter the Nazi occult threat and is an alliance of soldiers, scholars, and antiquarians well versed in the transmundane arts, ready to use both their expert knowledge and considerable brawn to thwart the Nazi menace. Whether the M stands for mysterious, mystical or magical, or indeed something else entirely currently remains classified.

The highly trained men and women of Section M are most definitely on 'the side of the angels' and its most renowned operative (amongst those able to speak of such things) is the mysterious Mister Seraph, whose exploits against the Nazis and against the Black Sun legion in particular are fast becoming the stuff of legend.

Norwegian fjords by canoe, following in the footsteps of the 'Cockleshell Heroes' of the previous year, before rendezvousing with the local resistance and continuing overland by ski to the village of Trellborg.

As they close in on the mystery, the team will explore the strangely deserted village of Trellborg, encounter the horrors of an overrun Nazi labour camp, penetrate deep into the heart of an ancient Viking temple, and finally discover the truth behind the alien super weapon and the horror of the newly awakened Trellborg monstrosities!

In evading German garrisons and patrols—and even battling the harsh landscape itself in this remote, but militarily significant region—the players will take on the roles of this special operations group, investigators with advanced military skills and behind-the-lines expertise in a mission which could alter the very course of the war and the fate of humanity itself.

## The Truth Behind the Horror

The dangers of Trellborg are far graver than the British suspect. The recent discovery of *Uriglegand's Saga*, a long forgotten and forbidden pagan Viking text, written by a half-mad priest of Odin, has come to the attention of Ludwig von Obertorff, a leading a Nazi scientist, occultist, and member of the Thule Society who is highly favoured by Hitler himself. As Nazi Germany's fortunes have waned, Heinrich Himmler's nascent belief in the supernatural has grown and he has charged the secret SS Black Sun Division, of which von Obertorff is a member, with seeking out esoteric artefacts which he believes will help turn the tide of war against the Allies.

Translating and deciphering the clues in the recently recovered text of *Uriglegand's Saga*, von Obertorff has traced the site of an ancient pagan Viking temple to a remote location on the Norwegian-Finnish border, near the Finnish village of Trellborg, suspecting it to be concealed within the mountain of *Odin's Fist*. Von Obertorff has studied the forbidden text and used arcane rituals to probe deeper into the rites and practices of the early worshippers of the hanged god, during the early Viking medieval period. Seeking common cause with his 'Aryan ancestors,' he has discovered the cult

> "In a vision it has shown me the sacred lance, which the Norsemen called *Gungnir*, the Swaying One, the spear of Odin."

of priests based at *Odin's Fist* were perverted by contact and even interbreeding with an extra-terrestrial Mythos race known as the *Drottnar* (meaning "sovereign" or "ruler" in Old Norse), ice demons from the cold depths of a distant world, who travelled to Earth for reasons unknown.

Most intriguing of all as far as von Obertorff is concerned, is mention that the temple at *Odin's Fist* is rumoured to be the final resting place of *Gungnir*, the Swaying One, Odin's legendary spear which was said to be able to strike any target it was thrown at. Von Obertorff believes *Gungnir* in fact to be an extra-terrestrial artefact of overwhelming power, exactly the kind of super weapon that his master seeks. Determined to secure *Gungnir* for the glory of the Reich and his beloved *Führer*, von Obertorff has taken a Company of



Norwegian resistance members on patrol.

SS Black Sun soldiers and a complement of slave labourers and journeyed to the very edge of the Arctic Circle in pursuit of this great prize.

At first von Obertorff's plan goes well, a display of naked power apparently cowing the local Finnish population while his slave labourers construct an armed base at the foot of the mountain. The excavation of the Viking temple begins and despite some initial frustrations, an accident uncovers the inner sanctum where, hidden in a grove of twisted ash trees and entombed in a prison of ice, lies a single *Drottnar* and several of its terrible human-*Drottnar* hybrid children.

Whispering seductively into his mind, the *Drottnar* shows von Obertorff, through a series of visions, not only how it was trapped on this plane by a revolt of ancient pagan Witchmen, but also how to free it in a terrible ritual which evokes the cult of the hanged god.

Von Obertorff readily expends the lives of half of his remaining labourers to set the creature free, hanging them from the trees in the blasted grove as tradition dictates. Once free however, the *Drottnar* is still weak from centuries of captivity and demands more sacrifices to help restore its power.

Tantalised by its promises of freeing the spear and disturbed by its warning of a witchman from over the seas who comes to thwart them, von Obertorff falls deeper and deeper under the *Drottnar's* malign alien influence. Performing darker rituals and even mingling his own blood with the *Drottnar's*, the Nazi occultist sacrifices the rest of his slave labourers and the last remaining parts of his humanity to awaken the *Drottnar's* murderous children.

Yet this is still not enough to feed the *Drottnar's* insatiable appetite and driven half out of his mind by the murderous sacrifices and with his body slowly beginning to transform under the *Drottnar's* sorcery, von Obertorff unleashes the *Drottnar* and its hybrids on his own SS camp. In a bloody battle, the Black Sun Company are overrun and the survivors taken to the mountain to form a new sacrificial offering to help break down the last barriers and free *Gungnir*.

## Will von Obertorff's Fiendish Plan Succeed?

The activity at Trellborg has not gone unnoticed and the local Norwegian resistance, often to be found taking refuge across the border in Finland, has alerted the British. Von Obertorff's name is well known to Section M, a top secret Allied department formed specifically to counter the Nazi occult threat and even though the top brass in Section M know little of his plans at Trellborg, they realise that von Obertorff's presence means that something dastardly is afoot.

Hastily assembling a team made up of members of the Special Boat Section and a band of arcane investigators, Section M selects its top operative, the mysterious Mister

## Mission Briefing

**For the pre-generated or existing military characters,** you were pulled at very short notice from your current theatre of operations and sped to a top secret Special Boat Section base in Scotland. There you were briefed that you would be shortly be taking part in a top secret mission of vital importance in Norway and that you had been selected for this team because of your specialist skills and expertise.

Beyond that, little has been divulged other than your orders are to render every possible assistance to a mysterious civilian expert, Mister Seraph. He may choose to brief you or not as he sees fit once in theatre. While Major Powell or the senior SBS officer remains in tactical command, you are strongly advised to obey Seraph in every request he makes, no matter how unusual.

**Non-military investigators** like Davina Rodgers or existing civilian characters experienced a similar urgent summons, pulling them away from their current assignment. They were invited along on this vital mission by a top secret government department as their expertise is both 'requested and required.' Again, it will be emphasised that Major Powell and his men are in charge of the mission and its security, while Mister Seraph's expertise is to be heeded at all times and every assistance rendered to him.

As part of their briefing and subsequent rather hasty training, non-military characters are each assigned a canoe and a Special Boat Squadron minder to help them. If they lack the relevant skills, they will have been sent on a short, but intensive course in winter survival, canoeing, and Nordic skiing to allow them to keep up with the group, a nice bonus to kick off the campaign—don't worry they'll need it.

**Each investigator receives the following skills:** Survival (Polar) 30%, Skiing (Nordic) (1D10×4)%, and Pilot Boat (Canoe) (1D10×3)%. Roll the dice to determine how well each has learned these skills under the expert tuition of the SBS instructors.

Whichever characters are used, the Keeper should feel free to drop several rumours as to the strange nature of the mission expert, Mister Seraph, which will have reached their ears before they left Scotland for Norway. Despite his unconventional appearance and strange ways, they are assured that he is 'very much on the side of the angels.' Whispers on the grapevine suggest that he has served in several successful, but highly covert missions on the weirder side of the war. Others whisper that he has strange powers, dabbles in magic, and has an ability to know or foresee what normally remains hidden. There is certainly something decidedly uncanny about the man—and not just his unconventional appearance or fey mannerisms...

Seraph, as the team's adviser. The civilian specialist, a Viking scholar, witchman, and sorcerer, is ordered to make contact with the local Norwegian resistance, investigate von Obertorff's activities in Trellborg, and if possible, put a stop to them. The rest of the team is ordered to ensure that Mister Seraph gets to Trellborg and render any assistance that it can.

Seraph realises that the success of this mission is paramount. Von Obertorff is one of his most potent adversaries and if he can thwart whatever malignant scheme the Nazi occultist is currently concocting, he knows that he will have neutralised one of Hitler's most trusted and revered henchmen. Fail and Seraph suspects the course of the war and indeed possibly even the fate of humanity itself could be irrevocably altered for ever.

## Notes on Playing the NPCs

*The Trellborg Monstrosities* is a highly narrative driven scenario and will most likely require the Keeper to take on the role of two rather well developed NPCs. One is Sven Godmundson, the Norwegian resistance leader, while the other is the mysterious Mister Seraph, a civilian adviser to the Allies' special operations group.

Trellborg sprung to life in the accompanying novella, which the Keeper may have read and enjoyed. This role-playing scenario was written at least in part, as an attempt to help a Keeper and group of players alike mirror and explore the story structure and major incidents from the book. In certain places in the text the Keeper is given the option to follow the novella closely. Where this occurs, a reference is made in parenthesis referencing the relevant page in the novella like this (see **the novella**, page XX).

The Keeper is, of course, free to adapt, improvise, or ignore anything that he sees fit and use whatever works with his campaign or characters. Great roleplaying comes from spontaneity and improvisation, but it is hoped that the Keeper will at least derive a certain amount of sly enjoyment from playing the fatalistic, though no less heroic Sven.

Playing the mysterious, decadent, otherworldly, and sometimes downright infuriating Seraph should be even more pleasurable though no less challenging as he has been designed to be intriguing, annoying, and exasperating in equal measure. It is suggested that the Keeper maintain a certain tension between Seraph and the investigators, but beware of overwhelming them too. Seraph is very powerful and knowledgeable, so the Keeper should be sure to allow the players plenty of freedom to find their own way during the

mission. If a Keeper wishes to curb Mister Seraph's influence on the play of *The Trellborg Monstrosities*, then an option has been included to 'hobble' Seraph so that the investigators can go it almost alone (see **Ambush** on page 18).

The Keeper should always have the chance to roleplay too, and between Sven and Seraph you should have plenty of opportunities, so enjoy and have fun.

## The Team

If players are bringing existing characters into the team, they can be accompanied by Major Powell and the members of the Special Boat Section (SBS) who will act as their escorts and minders (and the *Drottnar's* prey as these brave lads are slowly picked off one by one). Players can also choose any of the four pre-generated characters—Major Powell, Sergeant Bennett, Corporal Barker, or Davina Rodgers (see **Pregenerated Characters** on page 36). If there are more than four players, then the other members of the SBS—Cameron, Jones, and Mitchell—can still accompany them. Should the team consist of as many as eight to ten investigators, then the Keeper may wish to increase the number of hazards and the strengths of enemy concentrations that the investigators will face accordingly.

If the Historian Davina Rodgers or an investigator with equivalent skills is selected as part of the team, the Keeper playing as Seraph should 'throttle back' displaying his esoteric knowledge and allow that player and his character to have their moment in the sun, letting them interpret most of the Norse mythology, books languages, and lore rather than the mysterious adviser. Seraph will still be available to throw in the odd condescending comment though and fill in any necessary details missed by the Historian investigator.

"He wasn't much to look at considering, but something about his otherworldly manner, long, almost unnaturally white hair and penetrating eyes was distinctly unnerving."

### *MISTER SERAPH*

The mysterious Mister Seraph is an occult expert, witchman, sorcerer, seer, and one of the leading operatives of Section M, the British secret service department charged with countering the Nazi occult threat. Seraph has an academic background and studied at both Oxford and Cambridge and holds degrees in classics, ancient languages, and archaeology as well as a doctorate in ancient history. Despite his true origins remaining an enigma, Seraph moves amongst the highest levels of government and is intimately connected to both the civilian and military levers of power.



The mysterious Mister Seraph.

Seraph comes across as infuriating, being often otherworldly, secretive, and cryptic, as if his focus is elsewhere (which a lot of the time it is). He does not mean anything by it, it is just his manner, but it may well rub some characters (especially conventional military types) up exactly the wrong way.

He is a linguistic genius when it comes to ancient languages and with a little effort is capable of translating most texts. He is almost as good with modern languages.

It is rare for Mister Seraph to go anywhere armed, and even rarer for him to carry a firearm. If he needs to carry a weapon, he favours a Kukri, the heavy bladed large knife wielded by the Nepalese. This weapon has been enchanted and is capable of harming Mythos entities.

**STR** 9 **DEX** 12 **INT** 18 **CON** 10
**SIZ** 9 **APP** 16 **POW** 18 **EDU** 18
**SAN** 65 **Hit Points:** 10

**Damage Bonus:** None.

**Skills:** Astronomy 40%, Archaeology 50%, Biology 30%, Chemistry 20%, Cthulhu Mythos 20%, Disguise 30%, Dodge 24%, Handgun 30%, Library Use 60%, Occult 60%, Natural History 50%, Pilot Boat (Canoe) 40%, Psychology 40%, Skiing (Nordic) 60%, Sneak 70%, Spot Hidden 60%, Survival (Polar) 50%.

**Language Skills:** Aklo 15%, Ancient Greek 60%, Finnish 40%, German 80%, Hebrew 35%, Latin 80%, Norse Runes 50%, Norwegian 70%.

**Weapons:** Enchanted kukri 60%, damage 1D6+1.

**Spells:** *Alter Weather*, *Dispel Undead*, *Flame Bolt* (p44), *Healing*.

**Appearance:** Otherworldly and physically rather weak looking, Seraph's deep penetrating eyes, long silver hair and rather fey manner mark him as different from your standard strapping World War Two hero. Clean shaven, he dresses rather eccentrically in a mix of military and civilian gear, but usually favours a combination of leather jacket, scarf, and witchman's cloak. It is quite difficult to tell his age, although he appears rather callow and boyish, he could be anywhere from 25 to 50 years old. He might carry pagan or Viking charms and runes, and may also have several spell books and scrolls concealed around his person or other archaeological or occult paraphernalia and spell ingredients.



this unknown unit insignia was also spotted during the prometheus event - are they linked to black sun?

### *SPECIAL BOAT SQUADRON: PRIVATES CAMERON, JONES, & MITCHELL*

These SBS soldiers are specialists in infiltration missions, able to penetrate deep behind enemy lines and survive independently in hostile territory. Most will have at least a passing knowledge of German and depending on the needs of the mission, will be trained in sabotage, electronics, radio, jury rig, or scrounging. These are tough, resourceful, highly trained men and deadly killers, and can be called upon as either additional player or non-player characters.

**STR** 16 **DEX** 15 **INT** 14 **CON** 15
**SIZ** 15 **APP** 13 **POW** 9 **EDU** 10
**SAN** 40 **Hit Points:** 15

**Damage Bonus:** +1D4

**Skills:** Conceal 50%, Dodge 32%, Grapple 40%, Martial Arts 50%, Pilot Boat (Canoe) 60%, Survival (Polar) 60%, Skiing (Nordic) 60%, Sneak 60%, Track 40%.

**Language Skills:** English (Own) 50%, German 25%.

**Weapons:** *Silenced Sten MKIIS* submachine gun 60%, damage 1D10-2, atts 2/burst, base range 20 yards, rounds 32, HP 8, malf 96.

*Webley Mark VI* revolver, 60% damage 1D10+2, atts 1, base range 20 yards, rounds 6, HP 8, malf 96.

*Fairbairn-Sykes* fighting knife 60%, damage 1D4+2+db, atts 1.

Fist/Punch 50%, 1D3*+db, atts 1.

4× Grenades Throw%, damage 4D6/4y, range Thrown yards, atts 1/2, malf 99.

*Martial Arts 50%, doubles base damage.*

# Plot Episodes

*"It began as it had many times before on a moonless night in early '43..."*

There are several ways to tackle *The Trellborg Monstrosities*, but it is really designed as a reasonably linear narrative driven adventure which starts slowly and builds to an epic climax. The investigators are on a long journey deep into occupied territory with plenty of mysteries to solve, battles to fight, and ultimately some fearsome horrors to encounter and defeat.

Since this is a covert mission and features the highly trained men of the Special Boat Section as both investigators and NPCs, the adventure could be played as a reasonably *gung-ho* combat orientated experience if that is the preferred style of play for both Keeper and players. However, it will probably be most effective as a stealthy "behind-enemy-lines" mission where the chance of discovery either means death, or at the very least, very serious setbacks.

The scenario is structured around a five day mission and each day contains several scenes that form the core of the story. Remember that it is quite possible to skip individual scenes for time or other reasons, or indeed add more of the Keeper's own design. Above all, the Keeper should have fun and adapt it to his specific adventuring and story-telling needs!

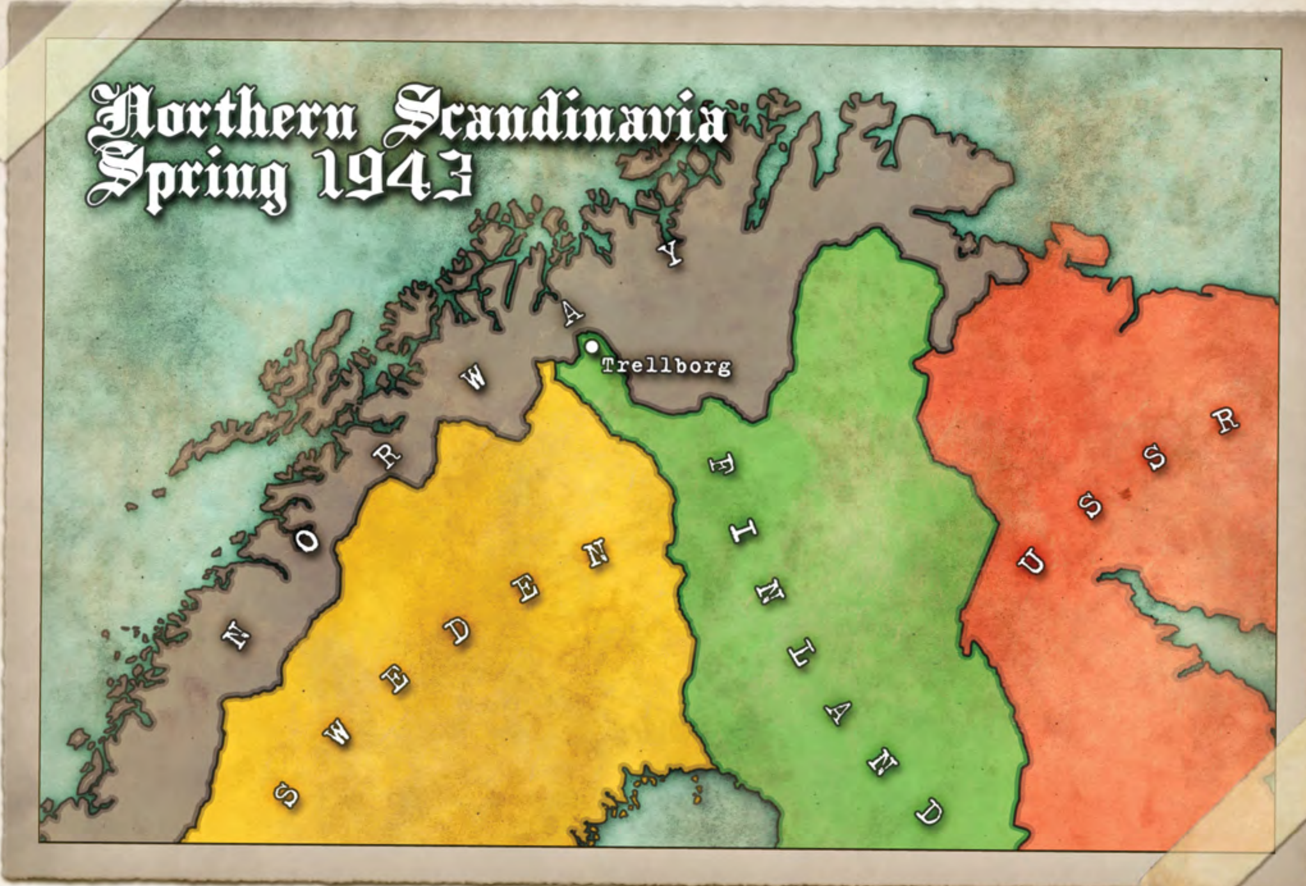
## Cockleshell Heroes: OPERATION FRANKTON

The real Cockleshell Heroes were members of the Royal Marines Boom Patrol Detachment who in December 1942 launched a daring raid, paddling five Mark II 'Cockle' canoes up the Gironde River in western France to attack Axis shipping in the port of Bordeaux under the command of Major Herbert 'Blondie' Hasler. A total of six ships were damaged by the commandos' limpet mines and although most of the damaged vessels were soon returned to service, the propaganda value of the action was immense. However, the brave men of the RMBPD were not so fortunate. Only Major Hasler and Marine Sparks managed to escape and survive the raid, while six others were executed under the Nazi's Commando Order and two died of hyperthermia. Churchill said that the raid had shortened the war by six months and Admiral Louis Mountbatten deemed it, "the most courageous and imaginative of all raids."

The 'Cockle' Mark II was a collapsible two-man canoe made of canvas and wood and was designed to be passed through a 24 inch wide submarine hatch. The real Cockleshell Heroes named their craft after marine animals including catfish, crayfish, conger, cuttlefish, coalfish, and cachalot.

## DAY ONE: GETTING THERE

This episode deals with the investigators' initial attempts to get into Norway. By the end of the episode they may have encountered and evaded several Nazi threats and be on the point of contacting the local Norwegian resistance. The first scene also presents a chance for the Keeper to introduce the mysterious Mister Seraph, and build the mystery around both him and the team's mission.




## Scene 1: Dipping a Toe

It is a cold night in the early spring of 1943; the moon is shrouded in cloud as the investigators begin their adventure in the icy waters of the Norwegian Sea on the deck of the recently surfaced submarine *HNoMS Uredd*. As the swells break over the bow, members of the Special Boat Section pass Mark II 'Cockle' canoes up through the hatch and make ready to launch them into the freezing waters.

After dropping investigators into this scene and getting them involved, the Keeper should take the opportunity to either relay the mission briefing to the investigators or tell them how they got there via a flashback (see **Mission Briefing** on page 6).

## Scene 2: The Cruel Seas

Having established the scenario, the small convoy of canoes must now make its way past the Nazi's Norwegian coastal defences, penetrate the defences at the great Lynengen Fjord and press on until morning to rendezvous with the resistance.

In this scene, the journey is very much the reward and avoiding detection very much of the essence. Discovery by the Germans could result in the team being killed or captured and the mission being ruined, so here the Keeper should tantalise and tease the investigators, keeping the tension levels high, but most likely refrain from having the Germans actually discover them. If the worst comes to the worst, through poor choices or from being backed into a corner, and discovery seems inevitable, Seraph will conjure an enveloping mist through which the team can escape, though the Keeper should impose a suitable penalty for their foolhardiness (such as lost equipment, a lost canoe, or worse, a lost soldier, etc.).

Any or all of the following incidents can be brought into play during the journey through the fjords.

### *THE* NÜRNBERG

Cruising the icy waters of the Norwegian Sea is the light cruiser *Nürnberg* of the *Kriegsmarine*, the German navy. Displacing 9,040 tons and with a length of 181.3 m (594 ft 10 in) and capable of speeds of up to 32 knots, the *Nürnberg* is a powerful surface raider far beyond the capabilities of the mission to destroy or even tackle. Fortunately, the *Nürnberg* will be looking for bigger fish to fry than the investigators, but having her suddenly appear in the distance with her single funnel smoking and her searchlights blazing should cause the investigators plenty of discomfort, although the cruiser should be relatively easy to hide from or evade once they are in the straits and among the ice floes.

### ARADO AR 196 *FLOATPLANE*

The *Nürnberg* also carries two *Arado Ar 196* floatplanes which are used for reconnaissance and anti-submarine duties, and it is conceivable that one of these floatplanes could be

on a night flight or a training mission scanning the coast. This floatplane is armed with 20mm cannon and two 50lb bombs, but given the lack of light and the nature of the scenario, it is unlikely that its crew will spot the investigators. However, the steadily rising drone of the engine getting closer and closer and then being buzzed by a chance low level flight, should be enough to loosen the bowels of even the staunchest Allied hero, though it may be more harrowing for civilian investigators unused to such incidents (SAN roll, 0/1 loss for civilian investigators only).

### *S-BOOTS*—SCHNELLBOOT *("FAST BOATS")*

Also patrolling the coastal waters of the Norwegian Sea and far more likely to be a serious danger to the team are the German *S-Boots*. Small, highly manoeuvrable, and extremely fast, these S-100 fast attack craft are 31 m long, displace up to 100 tons, and are capable of speeds up to 40 knots. With a crew complement of some twenty-five to thirty men and armament of multiple light cannon, as well as the two torpedo tubes, a single *S-Boot* will be an extremely tough nut to crack if the team tries to take one head on, almost certainly requiring Seraph's supernatural assistance. If the team does have some limpet mines in its inventory, then they might well come in handy in dealing with an idling *S-Boot*.

**Tactics:** Quite rightly the team's instinct should be to hide from any pursuers, handily there are plenty of small icebergs in the main fjord behind which the characters can conceal themselves, plus a host of small inlets and rivulets in the shadows of the volcanic coast which make ideal territory to secrete themselves away and let danger pass.

### KRIEGSMARINE *SAILOR*

This sailor is typical of the crew manning the fast attack *S-Boots* assigned to patrol Norwegian waters.

| | | | |
|---|---|---|---|
| **STR** 13 | **DEX** 14 | **INT** 11 | **CON** 15 |
| **SIZ** 13 | **APP** 12 | **POW** 10 | **EDU** 11 |
| **SAN** 45 | **Hit Points:** 14 | | |

**Damage Bonus:** +1D4

**Skills:** Heavy Weapons (Cannon) 40%,
Heavy Weapons (Torpedoes) 40%,
Mechanical Repair 40%, Navigate (Sea/Land) 25%,
Pilot Boat (S-Boat) 55%, Swimming 50%.

**Language Skills:** German (Own) 55%.

**Weapons:** *Mauser Karabiner 98k* bolt-action rifle 45%, damage 2D6+4, atts 1, base range 100 yards.

*ERMA MP40* submachine gun 35%, damage 1D10, atts 2/burst, base range 30 yards.

### KRIEGSMARINE KAPITÄNLEUTNANT

A loyal officer of the *Kriegsmarine*, this *Kapitänleutnant* (the equivalent of a lieutenant), commands a single *S-Boot* and its crew of 25 men, patrolling the coastal waters of Norway.

| | | | |
|---|---|---|---|
| **STR** 13 | **DEX** 11 | **INT** 14 | **CON** 14 |
| **SIZ** 12 | **APP** 13 | **POW** 11 | **EDU** 13 |
| **SAN** 50 | **Hit Points:** 13 | | |

**Damage Bonus:** +1D4

**Skills:** Heavy Weapons (Cannon) 50%,
Heavy Weapons (Torpedoes) 55%,
Mechanical Repair 50%, Navigate (Sea/Land) 45%,
Pilot Boat (S-Boat) 65%, Swimming 50%.

**Language Skills:** German (Own) 75%.

**Weapons:** *Luger PO8* semiautomatic pistol 50%, damage 1D10, base range 20 yards.

## Scene 3: Walking the Line

After the team has successfully negotiated any patrolling German forces, Seraph or the senior SBS officer will order that everyone rest up and refuel with rations once they reach the island of Aryoa. Here, after passing down the grand Lyngen fjord, they should contemplate the entrance to the lesser Olderdalen fjord, which they need to successfully navigate in order to make their rendezvous with the resistance.

The village of Olderdalen is occupied by a small German garrison of ten men. Even though they are not on alert, they man the two watchtowers, one on each shore, occasionally sweeping the waters with the searchlight in each tower. Of more concern is the anti-shipping chain which has been stretched across the entrance to the lesser fjord to prevent access by Allied boats and submarines. Fortunately, it is designed to stop much larger vessels than the canoes, but it could still prove a difficult obstacle for the team, especially if the Keeper decides that the Germans have laid mines across the entrance to provide a further deterrent. The sudden emergence of the moon flitting in and out of the night time clouds could also provide added tension and increase the chance of being discovered.

> "The limited intelligence we did have said there was a small German garrison stationed there..."

Each canoe needs to make one successful DEX roll in order to safely negotiate the obstacle of the chain. Failure could mean anything from a minor inconvenience, for example, the loss of equipment, to a catastrophic consequence such as an SBS soldier falling overboard and being lost in the icy waters. It requires an *Easy* Spot Hidden roll to discover any minefield. To successfully negotiate the minefield at least one person in each canoe needs to make a Pilot Boat (Canoe) roll. Fortunately, while each investigator can attempt this roll, the SBS soldiers with them have the skills necessary to get their boat through the minefield.




If the Keeper is feeling particularly malevolent, the minefield could consist of surface mines that are triggered by simple contact. If the Keeper is feeling more playful, the minefield could consist of magnetic mines which will not be set off by the team's canoes, though the investigators are unlikely to know that unless one of them has any experience with demolitions or explosives. If so, the investigator might spot the difference with an Idea roll. Should the team's attempt to negotiate either the chain or the minefield go awry, the Keeper could at this point destroy an SBS canoe or perhaps lose a man overboard (see **the novella**, page 6) if he wants to reinforce the dangerous nature of the mission. Similarly, being caught in an explosion from a detonated mine is likely to be deadly and would in addition, alert the local *Heer* forces.

*do what the resistance say – they're likely the only allies you'll get*

# DAY TWO: INTO THE INTERIOR

Following the successful negotiation of the shipping chain, the team will have to proceed up the length of the minor Olderdalen fjord. The countryside either side of the fjord is bleak and deserted, and the team can proceed without further incident, unless the Keeper feels that the investigators have had too easy a ride so far. In that case, a local *Heer* patrol or vehicle convoy are encountered moving along the banks.

With dawn approaching, the team will have to paddle hard to try and get ashore before first light where it will then beach and conceal the canoes. At this point, Seraph will mysteriously issue an oversized paper clip for each member of the mission to wear and insist that they are donned. He will deflect all enquiries as to why with a polite, but firm, "Because I ask you to. Please don't make me insist."

## Scene 1: Meeting the Locals

Either at the beach or after a short trek inland, the team will first encounter members of the Norwegian resistance. How the Keeper chooses to play this encounter depends on the

### Paper Clip

The humble paper clip was adopted by both Norway and other nations as a sign of their resistance against the German occupation during World War Two, when other national symbols were banned. In occupied France, wearing a paper clip was seen as a sign of support for Charles de Gaulle, leader of the Free French. Despite a Norwegian inventor, Johan Vaaler, being mistakenly identified as the inventor of the gem-style paper clip (the one we recognise today) based on patents he had registered before World War One, after World War Two, the Norwegian idea of the paper clip as a national symbol really took hold and a seven metre high one was erected in Sandvika as a tribute to Vaaler.

actions of the investigators, but the resistance will certainly get the drop on them due to its local knowledge. If the team reacts aggressively, then a round or two of gunfire might be exchanged, or more likely a tense standoff will ensue as the team has been figuratively caught with their pants down.

During the standoff, the investigators can attempt a Fast Talk roll, but unless one of them speaks Norwegian (some of the pre-generated investigators do) this is unlikely to succeed. However, the paper clips that they are wearing prominently will mean the resistance will ask questions rather than shoot first. After a short while, the resistance leader Sven Godmundson will recognise them as the British party that he has been sent to rendezvous with, hailing them with a cheery, "Hello and keep your hands away from your weapons, ve don't want any accidents." Sven and the local Norwegian resistance members will come forward and greet their guests before escorting them to a remote mountain hut, where they will lay low for the rest of the day to avoid 'renewed German activity in the area.'

### *SVEN GODMUNDSON*

Sven is a Norwegian patriot, a fierce hater of the Nazi occupation of his native land and a cautious, but intelligent leader of the local resistance group.

| | | | |
|---|---|---|---|
| **STR** 14 | **DEX** 12 | **INT** 14 | **CON** 15 |
| **SIZ** 14 | **APP** 14 | **POW** 7 | **EDU** 10 |
| **SAN** 40 | **Hit Points:** 15 | | |

**Damage Bonus:** +1D4

**Skills:** Occult 15%, Skiing (Nordic) 70%, Sneak 40%, Spot Hidden 40%, Track 40%.

**Language Skills:** English 40%, Norwegian (Own) 50%.

**Weapons:** *Krag-Jørgensen M/1894* bolt-action rifle 70%, damage 2D6+2, atts 1/2, base range 110 yards, rounds 5, hp 12, malf 98.

*ERMA MP40* submachine gun 60%, damage 1D10, atts 2/burst, base range 30 yards.

Ice axe 80%, damage 1D6+1+db, atts 1.

Knife 70%, damage 1D6+db, atts 1.

**Appearance:** At first glance, Sven will seem to be a fatalistic, perhaps gloomy individual, until he has a few drinks when his more jovial comradely side comes out. He is a brave and courageous individual, and intensely fierce in hand-to-hand combat when he feels his Norse blood stirring. Tall, blond, and heavily bearded, he seems the very epitome of a modern day Viking warrior.

### *NORWEGIAN RESISTANCE: HEGLAND, FROILAND, LUND, & SOLVERSON*

These fearless members of the Norwegian resistance are committed to ending the Nazi occupation of their country and follow their leader Sven Godmundson with an almost religious fervour. Away from the fight against the Germans, they continue their normal lives as farmers, fishermen, and civilians under the constant fear of discovery and death.

| | | | |
|---|---|---|---|
| **STR** 12 | **DEX** 15 | **INT** 11 | **CON** 15 |
| **SIZ** 12 | **APP** 13 | **POW** 9 | **EDU** 10 |
| **SAN** 40 | **Hit Points:** 14 | | |

**Damage Bonus:** None.

**Language Skills:** Norwegian (Own) 50%.

**Weapons:** *Krag-Jørgensen M/1894* bolt-action rifle 40%, damage 2D6+2, atts 1/2, base range 110 yards, rounds 5, hp 12, malf 98.

*ERMA MP40* submachine gun 30%, damage 1D10, atts 2/burst, base range 30 yards.

Knife 25%, damage 1D6, atts 1.

### *A SUDDEN STORM*

If the Keeper wants to remind the investigators how difficult the sub-polar environment of the border between Norway and Finland is, he can have the weather turn on them and have a storm blow up. Such a storm would be entirely natural and last only a few hours. The storm should not be so bad as to halt the team's progress, but will slow the team down. Worse, if the investigators are not prepared for the storm, then they may suffer from hypothermia or worse.

Each investigator should make an *Easy* Survival (Polar) roll. On a success, the investigator has prepared properly and will suffer no ill effects. If they fail the roll, an investigator temporarily loses 1D3 DEX until he can find shelter and warmth for the night and receive First Aid. If all of the investigators succeed at both the *Easy* Survival (Polar) roll and at an additional Skiing (Nordic) roll, then the team will be able to get through the storm to the hut without losing any time.



Sven Godmunson of the Norvegian Resistance.

## Scene 2: The Hut

The few hours at the hut give the team the opportunity to rest and take stock after a successful insertion, as well as a last chance to breathe easy before the horrors which lie ahead. The Norwegian members of the resistance are a hardy group of farmers and hunters with a distinct hatred of the Germans and will happily share their potent local brew, smoke their pipes and tell a few stories around the fire in the hut. It is also a good chance for the team to acquire some intelligence on German movements and perhaps retell some Norwegian legends—Viking hordes, legends of the Troll Country (see page 15), and the like.

Sven is the only one who speaks English and will translate for the others. After only a little persuasion in the form of British brandy, he will recount the events at Trellborg which caused his group to summon the British in the first place.

### *SVEN'S SAGA*

- Trellborg is a tiny, insignificant village on the Finnish side of the Norwegian-Finnish border, an occasional retreat where both Finnish and Norwegian partisans shelter.
- It was not known as such to the Germans and had little other cause for fame apart from some ancient Viking ruins atop a nearby mountain known as *Odin's Fist*.
- Mention of Trellborg's name will now bring muttering and crossing of themselves from the remaining Norwegians.
- Sven's brother Olaf has a woman called Maalia in the village and was with her when about a month ago, a Company of SS suddenly appeared, bringing with them vehicles, heavy equipment, and a detachment of forced labour workers.
- Apart from a few initial threats about not interfering with their 'important archaeological work,' the Nazis didn't trouble the villagers unduly, but immediately began constructing an armed camp a couple of miles to the north of the village.
- Once the camp was complete, the Nazis made an expedition onto the mountain. Soon after, *Odin's Fist* became alive every night with unusual noises, strange mists, weird lights, and the villagers' animals became nervous and skittish.
- These strange phenomena terrified the Finns, who wouldn't go out after dark and crouched in their houses while their dogs howled in fear and terror.
- Olaf had reported this to Sven via a hidden radio and he also managed to impart that the Germans were an SS group with strange Black Sun insignia.
- They were also led by an unusual man, small; one-eyed who wore an eye patch, although his remaining eye burned like hot coals. Even his men seemed to fear him. (This report is what attracted the attention of Section M in London and Seraph in particular and the investigators may notice that Seraph listens particularly keenly to this part).
- A few days ago, Olaf's transmissions suddenly ceased and the radio sent nothing but static. Sven can say little more, but he is worried.

Any investigator who makes a Psychology roll will notice that Seraph recognises both the SS insignia and the description of their commander. After Sven has related his saga, Seraph will sit brooding by the fire, contemplating what he has heard. However, if any of the investigators press him, Seraph will prove politely evasive and uncommunicative, refusing to discuss anything further until as he puts it, "We have reached the point of no return."

*I find all this talk of ancient gods, unnatural artefacts and Nazi occultism unsettling.*

# DAY THREE: THE FROZEN WASTES

## Scene 1: Troll Country

After an uneventful night's rest, both the British team and the Norwegian resistance will wake early. As part of the preparations for the coming journey, the investigators will be outfitted with some fine Norwegian cross-country skis. The day's travel ahead is going to be a chance to test their newly acquired skiing skills and the Keeper may occasionally ask them to roll against this to test if they suffer any mishap.

While the rest of the Norwegians melt back into the landscape and their local civilian lives, Sven volunteers to guide the team through the backwoods and snowy passes he calls 'Troll country' and take them to Trellborg itself. There is one major incident that the team should encounter during the day—the armoured convoy—which first hints at Seraph's sorcerous nature. The Keeper is of course free to add encounters of his own, but any or all of the following incidents can be brought into play during the journey up to the pass and beyond at his discretion.

### FIESELER *FI 156* 'STORCH' *RECONNAISSANCE AIRCRAFT*

As the team moves across the open ground of the tundra, a distant drone begins to fill their ears and a speck appears in the sky. That noise is the engine of a *Fieseler* Fi 156 '*Storch*' or 'Stork' reconnaissance plane which is flying over the area. The investigators can attempt to scramble for cover in the nearest woods or behind the nearest rocks, or camouflage themselves by other means. The 'Stork' is unarmed and cannot attack, but if its crew spot the investigators, they will sound an alert, increasing the team's chance of running into a *Heer* patrol.

### *BEAR NECESSITIES*

As the team attempts to move quietly through a wooded area, with a successful Listen roll, the investigators will hear movement, snapping branches, the sound of something large bustling through the undergrowth. Sven, will heighten the tension further by saying, "I vos not joking about this being troll country, but that the legendary creatures are 'not usually activ in daylight'." In fact, the 'troll' is a *bruin*, a brown bear, a native of the Norwegian/Finnish forests.

> "We moved through the frozen landscape like wraiths, Sven acting as our guide while the rest of the partisans melted back away to their everyday lives."

The Keeper can play this incident for tension or for laughs; playing on the investigators' fears and having Sven build up the impending arrival of the 'troll' before revealing it to be a bear. The bear might attack the team, but will most likely regard them with curiosity before shambling back into the undergrowth.

### *BROWN BEAR*

| | | | |
|---|---|---|---|
| **STR** 21 | **DEX** 10 | **CON** 14 | **SIZ** 20 |
| **APP** 12 | **POW** 11 | | |
| **Move:** 16 | **Hit Points:** 17 | | |

**Damage Bonus:** +2D6

**Weapons:** Bite 25%, damage 1D10, atts 1.

Claws 50%, damage 1D6+db, atts 1.

Slap 25%, damage 1D6.

**Armour:** 3-point fur and gristle.

**Skills:** Climb 35%, Listen 75%, Scent Prey 70%, Track 70%.

### *GERMAN PATROLS*

If the Keeper wants to present the team with more of a challenge, or the players are spoiling for a fight, they might also encounter regular German army or *Heer* patrols. These will usually consist of between five and ten soldiers per *Trup*, led by an *Unteroffizier* or corporal. The stats given are for typical soldiers. The *Unteroffizier* will be armed with a submachine gun while his men will be armed with rifles.

### HEER *SOLDIER*

| | | | |
|---|---|---|---|
| **STR** 13 | **DEX** 14 | **INT** 11 | **CON** 15 |
| **SIZ** 13 | **APP** 12 | **POW** 10 | **EDU** 11 |
| **SAN** 40 | **Hit Points:** 14 | | |

**Damage Bonus:** +1D4

**Skills:** Climb 50%, Dodge 28%, First Aid 45%, Hide 25%, Listen 50%, Sneak 20%, Throw 40%, Track 10%.

**Language Skills:** German (Own) 55%.

**Weapons:** *Mauser Karabiner 98k* bolt-action rifle 55%, damage 2D6+4, atts 1/2 , base range 150 yards.

*ERMA MP40* submachine gun 55% damage 1D10, atts 2/burst, base range 30 yards.

## Scene 2: Highway Patrol

The one major obstacle lying between the team and Trellborg is an arterial road which leads to Tromso. As the team draws close to it, it will discover rather inconveniently that an entire German armoured convoy, consisting of tanks, trucks, and half-tracks, has parked across the one gap where easy passage can be gained. As the team watches from a ridge overlooking the road, Sven informs everyone that the nearest alternative route would require a detour of some 20km and take at least a day to reach. Not a viable option.

The investigators are free to come up with ideas and plans of their own as to how to get past the convoy, but both Seraph and Sven will discourage a direct attack or an attempt to sneak past in daylight. An attack would be suicide as the team is vastly outnumbered, while attempting to sneak past in broad daylight would be incredibly risky with a high chance of being spotted and subsequently captured or shot. Suddenly, Seraph's eyes will twinkle and he will ask, "Can you feel that? Something in the air. I have a feeling conditions may be about to change. Stay here," he will say and will stalk off into the woods.

A short while later, a stiff breeze will spring up, ushering in a cloud of mist and fog which envelops the local area. As the Germans spring back into their vehicles and batten down the hatches, down below, Seraph will return and suggest that now would be an ideal time to take a stroll through the convoy before the fog dissipates. Seraph has in fact cast *Alter Weather*, creating temporary cover for the team. Sven will remark how fortunate it is that this local 'weather' has appeared and raise a quizzical eyebrow at Seraph.

The team can now attempt to pass through the convoy without discovery, each investigator needing to make an *Easy* Sneak roll in their attempt to do so. If any fail, or the Keeper wants to follow the novella, they will be challenged by a German tank commander who pops open his turret hatch to yell, "Halt, wer geht da?" the equivalent of "Halt! Who goes there?" (see **the novella**, page 11). An investigator who speaks German can attempt an *Easy* Fast Talk or Persuade roll (due to the fog) to bluff their way past. Humour may be a useful tool too. If no investigator speaks German or they are floundering, Seraph will be on hand to respond in immaculate German with "Wir sind's Churchill und Stalin, wir sind gekommen um ein bisschen spazieren zu gehen", ("It's Churchill and Stalin, we've come for a little stroll."). The panzer crew's sniggers will leave the commander cursing both them and the investigators to high heaven.

### *TANK COMMANDER*

| | | | |
|---|---|---|---|
| **STR** 13 | **DEX** 14 | **INT** 12 | **CON** 15 |
| **SIZ** 13 | **APP** 12 | **POW** 10 | **EDU** 12 |
| **SAN** 40 | **Hit Points:** 14 | | |

**Damage Bonus:** +1D4

**Skills:** Climb 45%, Dodge 28%, First Aid 45%, Listen 60%, Operate Heavy Machinery (Tank) 45%, Throw 40%, Track 10%.

**Language Skills:** German (Own) 60%.

**Weapons:** *Luger PO8* semiautomatic pistol 50%, damage 1D10, atts 2, base range 20 yards.



## Scene 3: Eve of Battle

Once past the convoy, the team spends the rest of the long day cross country skiing through the remainder of troll country. Eventually the investigators will be guided to another lonely hunter's hut, where they will spend the night before striking for the village of Trellborg early next morning.

As the team lights another fire, rests up, and tucks into its rations, topping them up with hot sweet tea and chocolate, it will find Seraph in a much more open and talkative mood. Now that the investigators have made it near to the Norwegian-Finnish border, he is willing to disclose further details about their mission. How much Seraph reveals is up to the Keeper, but if he wants Seraph to reveal more information than investigators asked for, Sven poses any questions that the investigators might miss from the following list. He will also supply some of his own rather dour observations.

### *SERAPH'S INFORMATION*

- "Less than a month ago my own department, Section M, which deals with some of the more curious scenarios that this war has thrown up, received Sven's report which set alarm bells ringing..."
- "It is not widely known, but Hitler has acquired a fervent belief in the occult, a belief which has grown as the war has gone on and his reverses have mounted."
- "The Black Sun soldiers that Sven mentioned are members of a special SS unit formed to seek out certain esoteric artefacts which Hitler believes will turn the tide of the war against the Allies."
- "They are led by a very dangerous man, Ludwig von Obertorff, a Nazi scientist, occultist, and member of the Thule Society."
- "Von Obertorff must believe that one such object lies near Trellborg and if he is involved it must be something important. He doesn't come out to play for anything less."
- If questioned about the mysterious mist, Seraph will reply, "Bullets and tanks are not the only weapons we employ to oppose evil. Please remember that as this mission goes on, for things are bound to become if anything, stranger."

---

"Do? What will we do? Why, take a stroll over to Trellborg and see for ourselves of course."

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### *SVEN'S OBSERVATIONS*

- "Up here in the far north the old gods are not quite such a distant outlandish superstition."
- "There are stories, handed down through the generations and who knows what is true and what is legend?"
- "There are sites sacred to the Old Norse gods up here and the mountain near Trellborg is one of them."
- "It is said to be devoted to the hanged god, Odin, the father of the Norse gods, who was hanged from the world tree *Yggrdrasil* for nine days and nine nights. He was pierced by his own spear *Gungnir* so that he could acquire wisdom in the form of the runes."

This is a fair degree of information to impart to the investigators, but it should certainly pique their curiosity and give them clues as to what might await them in Trellborg. A watch will be set, with Seraph volunteering to take the last watch just before dawn. When they do sleep, the investigators' dreams may also be plagued by nightmares. None of them will be able to recall their dreams in full, but images common to all of them include:

- A strange one-eyed wayfarer.
- A terrible clawed hand.
- A vast world tree with branches spreading to the heavens.
- An outline, possibly a weapon, but something powerful enclosed in a blazing halo of light.

### Odin and the Cult of the Hanged God

Odin was the leader of the Viking gods and made his home in *Asgard* and presided over *Valhalla*, the hall of the slain. Among his many roles, he was the god of battle and victory as well as of magic and poetry, but it is his roles as the god of death and wisdom that he is worshipped at Trellborg. In Norse mythology, Odin was hung upon the world tree *Yggdrasil* for nine days and nights, and pierced by his own spear *Gungnir* so that he could acquire wisdom in the form of the runes.

One of Odin's many names was *Hangatýr*, the hanged god. The cult devoted to this aspect of his being made regular sacrifices during times of war and at a grand festival held every nine years in which nine men and 71 other animal species were hung in the sacred groves of his temple where each individual tree was considered to be divine. At the centre of the grove lay a massive evergreen 'world tree' with far spreading branches, upon which were hung further offerings to determine his worshippers' fortunes for the coming year: whether their crops would grow and if they would enjoy success in battle.

suggest conferring with agent wotan on this matter

# DAY FOUR: THE TRELLBORG MONSTROSITIES

## Scene 1: Ambush

The team will be woken early next morning by Seraph, who during the last watch has detected a German patrol heading up the valley toward the hunter's hut where the team is staying. Seraph assures everyone that the Germans will be here in less than thirty minutes and that they can, "take this as gospel."

The team can choose to withdraw completely (in which case they may be tracked if the Keeper wishes to force a fight), or it can watch from distance as the German patrol approaches and searches the hut. Perhaps the members of the team will want to prepare an ambush from the outset. If the Keeper wishes, the time can be reduced considerably to force the issue…

The German *Trup* consists of members of the *Gebirgskorps Norwegen*, the German Mountain Corps of Norway, tough, experienced troops who carry themselves bravely in their white winter camouflage. It is made up of 1D10+5 troopers (which should be altered to reflect team size or alert status) plus their commanding officer, *Hauptmann* Otto Kortig, who is a wily, experienced veteran, well used to fighting the resistance on their own ground in the semi-arctic wilderness, forests, and tundra of this theatre.

If the team chooses to withdraw completely, there is still a chance that it could be discovered and tracked by the Mountain Corps. Although this chance diminishes the more time that the team has to prepare and if they have the presence of mind to take steps to remove all traces of their presence (sweeping the snow, checking for tell tales, etc.).

### Seraph, Walking Wounded

Although Mister Seraph plays an important role in *The Trellborg Monstrosities*, not every Keeper will want to have him play as prominent a role in the scenario as written, perhaps preferring to reduce his role so that the investigators can be brought to the fore. The Ambush scene presents the perfect opportunity to set this up. To that end, it is suggested that during the ambush of the *Gebirgskorps Norwegen Trup* that he is shot by a stray bullet that incapacitates him and reduces him to walking wounded status until he revives to confront von Obertorff at the scenario's climax. To compensate for Seraph's reduced capacity, the Keeper will need Sven to take up most of Seraph's guiding duties and ensure that the investigators include one strong Historian or academic character who is capable of handling the esoteric and interpretive aspect of the scenario. This is option is not recommended for teams comprised solely of military characters.

### HAUPTMANN *OTTO KORTIG,* GEBIRGSKORPS NORWEGEN *OFFICER*

Kortig is a the leader of the *Gebirgskorps Norwegen* patrol, an experienced soldier who has been with the Korp since its founding in 1940. A veteran of *Operation Renntier*, the occupation of Finnish Petsamo, he has become a world weary, rather cynical officer, trying his best to simply keep his men alive for a cause he no longer truly believes in.

| | | | |
|---|---|---|---|
| **STR** 14 | **DEX** 14 | **INT** 13 | **CON** 14 |
| **SIZ** 13 | **APP** 12 | **POW** 10 | **EDU** 14 |
| **SAN** 45 | **Hit Points:** 14 | | |

**Damage Bonus:** +1D4

**Skills:** Climb 60%, Dodge 35%, First Aid 45%, Hide 35%, Listen 45%, Skiing (Nordic) 40%, Sneak 35%, Spot Hidden 40%, Survival (Polar) 40%, Throw 40%, Track 25%.

**Language Skills:** Finnish 10%, German (Own) 80%, Norwegian 10%.

**Weapons:** *ERMA MP40* submachine gun 75%, damage 1D10, atts 2/burst, base range 30 yards.

*Luger PO8* semiautomatic pistol 60%, damage 1D10, base range 20 yards.

### GEBIRGSKORPS NORWEGEN *TROOPER*

The *Gebirgskorps Norwegen* is a German army unit which saw action on both the Finnish and Norwegian fronts between 1940 and 1945. In the tradition of other mountain corps, like the *Gebirgsjäger*, these were troops who specialised in mountainous and cold weather warfare and have the requisite skills and experience to survive and thrive in these harsh environments.

| | | | |
|---|---|---|---|
| **STR** 13 | **DEX** 13 | **INT** 11 | **CON** 14 |
| **SIZ** 13 | **APP** 10 | **POW** 9 | **EDU** 9 |
| **SAN** 40 | **Hit Points:** 14 | | |

**Damage Bonus:** +1D4

**Skills:** Climb 55%, Dodge 35%, First Aid 45%, Hide 35%, Skiing (Nordic) 40%, Sneak 35%, Survival (Polar) 40%, Throw 40%, Track 20%.

**Language Skills:** Finnish 10%, German (Own) 45%, Norwegian 10%.

**Weapons:** *Mauser Karabiner 98k* bolt-action rifle 75%, damage 2D6+4, atts 1/2 , base range 150 yards.

*ERMA MP40* submachine gun 75%, damage 1D10, atts 2/burst, base range 30 yards.




If the Keeper wishes to follow the novella, the investigators clear out, hastily erase their tracks and surround the position from cover, but will still be keen to avoid any conflict. Sven or Seraph in fact may advise this (see **the novella**, page 14). The Germans will approach the hut cautiously, but then relax when they discover that it is unoccupied. *Hauptmann* Kortig will disappear inside and outside the German troopers stand easy, possibly taking the opportunity to brew some coffee or lark about, while their radio man tries to get a signal to report in.

After a short interval, Kortig will reappear and order the troops to fall in. While his sergeant marshals them for departure, he will watch and coolly light a cigarette by the door. An *Easy* Psychology roll will detect that Kortig has spotted something amiss shortly before he alerts his troops and orders them to take cover. A short, nasty, rather brutish fire fight will ensue, during which with another *Easy* Psychology roll, one of the investigators will spot the radio operator desperately trying to raise the alarm. If the investigators fail to stop or shoot his radio in time, they will face an increased chance of running into further alerted patrols. However since the team is probably prepared and behind cover, it should be able to make short work of the *Gebirgskorps Norwegen Trup*.

After the ambush is complete, a *Difficult* Spot Hidden roll of the cabin porch will reveal that one of the team left a tell-tale sign which the *Hauptmann* discovered, most likely a British or Allied cigarette butt or carton, a tobacco pouch, perhaps a button or something similar. Seraph will order that they bury the bodies and sweep the area clean.

The ambush should deliberately leave a sour taste in the team's mouth. The Germans may have been enemy soldiers, but to have to slaughter brave men needlessly because of the team's own carelessness is not very professional or soldierly.

This incident should enforce for the investigators, especially the civilian ones, both the brutality of war and the necessity of their mission, but they might also realise that were it not for Seraph having warned beforehand, it could well have been them lying there, perhaps having been shot in their beds or ambushed by the *Gebirgskorps Norwegen*. Perhaps this rather annoying man has his uses after all? Sven will probably mention that exact sentiment, but fatalistically note, "...this is the madness of var." Each investigator should make a SAN roll (0/1 loss if the investigator is an experienced soldier, 1/1D3 if the investigator is a civillian).

## Scene 2: Crossing the Border / A Conversation with Sven

Once the team has left the hunter's hut, Sven will guide everyone towards Trellborg. As they cross the Norwegian-Finnish border, the Keeper may wish to engineer a conversation




between Sven and the investigators, in which the phlegmatic Norwegian reveals a little more about Seraph and the mission. If the Keeper wishes to follow the novella (see **the novella**, page 17), Sven might volunteer a few thoughts along the lines of the following:

- "Up here, we say the snow knows no boundary lines, neither does our friend Mister Seraph. I have lived here all my life and will tell you, zat mist was no accident."
- "I vould say he is an extraordinary individual. We have a word in Norse, *seiðr*, a wielder of the magic of the old gods. I believe Mister Seraph may be such a one, a seer *or* vizard as you say, able to command unnatural forces on our behalf."
- "If even half of what he suggests about zese Black Sun SS is true, ve may need more than mere bullets alone to defeat these Nazis."
- If the investigators are sceptical about Seraph, Sven may opine: "Do not dismiss my vords so lightly or place your beliefs in what you think you know. Up here in the far frozen reaches of the vorld, the normal laws and boundaries of civilisation no longer apply."
- "I am no credulous naïf, but I have seen strange things, wyrdling things that no rational vords could explain. If we have von who could help us combat such dark powers, then perhaps we should vork with him, not against him. That is all I have to say."

If the Keeper wishes to engineer further encounters before the team's arrival at Trellborg, he should either create his own or select from any of the unused encounters such as the *Storch* over-flight or the brown bear from **Day Three: The Frozen Wastes** (see page 15).

## Scene 3: Trellborg

Around early afternoon, the investigators will arrive at the village of Trellborg, most likely observing it from the surrounding woodland before going in to scout it out properly. There is no movement, no smoke from the chimneys, and the village appears deserted even to Seraph's finely tuned senses, though he may venture that, "Something doesn't feel right."

### *KEEPER'S NOTE*

Comprised of a number of wooden huts and cabins typical of a small Finnish hunting and fishing community, the village of Trellborg was home to around twenty souls. When the investigators arrive, it has been deserted for two days, the inhabitants having been ensorcelled and led away by the *Drottnar* and its hybrids to become sacrifices up on the mountain to facilitate von Obertorff's dastardly plans. The village's dogs, which went frantic as the *Drottnar* approached, were flash frozen by its ice spell.

It is suggested that at one point during the search that the Keeper should engineer it so that one of the SBS NPCs be isolated from the group. Perhaps he is sent to stand guard somewhere while the investigators listen to Olaf or perhaps he volunteers to disappear off to scrounge up supplies or something similar. The Keeper should use his ingenuity in arranging this as there is a chilling surprise to spring on the team after its members have listened to Olaf's saga (see **Aftermath** on page 24).

Below is a key to what each building contains.

### 1. *ORDINARY* MÖKKI

A typical Finnish log cabin or *mökki*. Skins and furs adorn the walls and the simple wooden furniture is covered in the warm, colourful fabrics beloved of the Finns. There are all the usual accoutrements and minutiae of a family life present, plus some hunting and fishing equipment. A successful Idea roll or careful deduction infers that the cabin looks undisturbed with no signs of any struggle.

### 2. *STINKING* MÖKKI

This cabin smells dreadful, as if something foul has died there. Hasty or careless investigators might be fooled into thinking that this is the spoor of some dreadful Mythos creature. In fact it is nothing more than a rotten fish stew, which was abandoned half way through cooking, which has cooled and now makes the place stink to high heaven. An Idea roll will deduce that this meal was discarded mid-way through being cooked around two days ago. As with the other cabins, a successful Idea roll or careful deduction will infer that the cabin looks undisturbed with no signs of any struggle.

### 3. *ABANDONED* MÖKKI

This cabin looks like any other, but with a successful Idea roll, an investigator will realise that the inhabitants were carrying out some everyday activity before they simply stood up and left. A piece of half-finished crochet or patchwork

might be left abandoned on the bed, a child's wooden toys are left scattered mid-play on the floor and so on.

### 4. ORDINARY MÖKKI

Another typical *mökki*, only this one has a sauna attached to the back.

### 5. THE FORGE

This building is a small forge, complete with furnace, anvil and all the tools and equipment that one would expect to find in a blacksmith's. Here Erick, the local smith, produced and repaired the simple iron goods that the village required. A hammer lies on the anvil and tongs on the floor where they were dropped and there are cold irons in the fire. There is nothing else really out of the ordinary here, but of course the fire has also been allowed to burn out which is highly unusual as Sven will remark, "…because here the flame is life itself." A successful Idea roll determines that the fire was abandoned and allowed to go out approximately two days ago.

"Some extraordinary agency has been at work here. The dogs frozen, the village picked clean. Von Obertorff is behind it, that I would bet my last farthing on."

### 5A. REINDEER PEN

This is a simple enclosure constructed of sturdy wooden planks where the villagers kept a small herd of semi-domesticated reindeer. A Spot Hidden or Track roll reveals that the simple wooden latch has been broken as the reindeer panicked and stampeded at the approach of the Drottnar. There is plenty of dung on the ground and their hoof tracks lead in all directions off into the surrounding woodland as the animals scattered in panic.

### 6. THE HOUNDS OF TRELLBORG

Investigators searching this cabin discover a back door. This is unusual as it is the only cabin in the village that has one. The door opens onto a set of kennels for the village dogs, the ubiquitous pack which lives and works alongside its human masters to help them survive and thrive in these harsh climes.

Yet these canines are still and lifeless as if they had been flash-frozen in an instant. It appears the pack had been caught mid charge when it was petrified, for the dogs have their fangs bared, and their fur is standing on end, and their eyes are wide open in aggression and terror. With an Idea roll, an investigator will realise that the dogs were facing some dreadful foe. It is a most chilling and sinister scene, far more affecting than discovering them shot or torn to pieces by some natural enemy. Upon first seeing the immobile pack, each investigator should make a SAN roll (0/1 loss).

Sven identifies the dogs as Spitzes and Karelians, dogs used to hunt bear, strong hardy creatures not naturally prone to fear. If an investigator examines one of the frozen dogs, he will realise that the dog is very cold to the touch before it crumples into fine powder which blends into the snow. This macabre incident should impress upon the investigators that they are dealing with something well outside the bounds of normal experience. Each witness to the dog collapsing into a powder must make a SAN roll (1/1D3 loss).

Seraph will say, "I can't explain this, but clearly some extraordinary supernatural agency has been at work here. The dogs frozen, the village picked clean of people with no trace of any struggle. What did this I can only begin to guess, but one thing I do know, von Obertorff is behind it, that I would bet my last shilling on."

### 7. THE TRACKS

A mass of footprints here lead out of the village to the north. Because there are so many mingling together and there has been a slight snowfall since, it is difficult to find any discernible pattern, although a Track roll determines that the footprints are all from the villagers' civilian footwear. If no-one else does, Sven suggests that these are the footprints of the villagers being taken north towards the SS camp and *Odin's Fist*.



With a *Difficult* Track roll, an investigator is able to discern some stranger tracks amongst the human ones and deduce that something wicked walked this way. The tracks look like long, outsized human feet, with the indentations of large talons beyond the toes and traces of yellow-white fur in the indentations. They suggest a heavy and powerful creature, but a Natural History roll will not identify the species, though a Cthulhu Mythos roll will suggest that it might be something associated with the Norse myths.

### 8. *ABANDONED MÖKKI*

Another small cabin, abandoned like the rest.

### 9. *VILLAGE TANNERY*

Alongside this cabin is the village tannery. Even in the cold, the smell is unmistakable. The tannery is fully equipped and contains several reindeer hides that were in the process of being worked on when the village was abandoned. Inside the cabin, several more hides are in the process of being made into bags, shoes and other items of clothing. The cabin also contains finished examples of each.



Olaf Godmunson, brother of Sven.

### 10. *OLAF AND MAALIA'S CABIN*

This is one of the last cabins that the team will search as it is furthest away from its approach to the village, and at first it appears as deserted as all the others. However, hiding in a hole beneath the floorboards concealed alongside a cache of gear and the hidden radio, is Olaf, Sven's brother. He has been badly wounded after an encounter with the *Drottnar*, but upon hearing English spoken, he will groan loudly and drag himself out of his hiding place.

Olaf is obviously wounded, and any investigator who makes a First Aid roll not only restores 1D3 Hit Points, but also notices the deep puncture marks underneath his ribs and abdomen which he has partially patched up. Seraph will help heal him with a spell if no one has the requisite skills (another example of his supernatural powers). Once stabilised and with his brother translating, Olaf begins the tale, telling the team about the recent events of the past couple of days. If desired, the Keeper can read Olaf's Saga straight from the novella (see **the novella**, page 23) or narrate the highlights laid out below.

### *OLAF GODMUNDSON*

| | | | |
|---|---|---|---|
| **STR** 12 | **DEX** 15 | **INT** 12 | **CON** 15 |
| **SIZ** 12 | **APP** 13 | **POW** 9 | **EDU** 10 |
| **SAN** 40 | **Hit Points:** 2 due to wounded state (normally 14) | | |

**Damage Bonus:** None.

**Appearance:** Olaf Godmundson is almost an identical twin of his older brother, though physically slightly less powerful and he is clean shaven rather than bearded. A brave member of the Norwegian resistance, he has been sorely wounded by his encounter with the *Drottnar* and will be weak and feverish when the players encounter him, though he will gratefully accept a peg or two of brandy to help revive his spirits.

## Olaf's Saga

### *THE GERMANS ARRIVE*

The SS Black Sun soldiers arrived out of the blue and their leader, a small, fox-faced man with an eye patch, had the whole village turned out to listen to him. Seraph will identify the man as von Obertorff with a whisper.

- Von Obertorff said, "We are simple archaeologists, lovers of history, come to celebrate our shared Aryan heritage with you our Finnish brothers."
- "The *Führer* has sent us to explore an ancient site to the north of here, where it is said the ancient gods made their home. These are myths and legends of which you are aware no doubt, but the *Führer* is a curious man and he likes his curiosity to be indulged."
- "We mean you no harm, allow us to carry out our work in peace and we will treat you well, pay you a fair price for

any meat and fish you care to sell us. You will be treated with dignity and honour."

- "However, interfere or hinder us in any way and you will find the Fatherland is not so forgiving, even to those of the same Aryan race. Am I understood?"
- Olaf says "We were unhappy, but reluctantly returned to our homes."

### *LOCAL LEGENDS &*
### ODIN'S NRYKIN (ODIN'S FIST)

Olaf will then tell the team a little about the mountain which has drawn the Nazis here:

- Local legends say that in Viking times there was a great temple up on *Odin's Nrykin* or *Odin's Fist*. Inside its summit is said to be an underground temple, a hollow hill where the hanged god rode down from Valhalla and presided over great feasts, combats, and orgies in his honour.
- In those times, local men from the region served him as priests known as *Drottnar* or rulers, who would arrange great sacrifices of hanged men and beasts in the gallows god's honour. Yet it was said that Odin eventually deserted his temple as he became involved in a prolonged battle with the frost giants.
- In Odin's absence, the *Drottnar* grew ever more powerful, forgetting their god, perverting his rites, and seeking esoteric knowledge and wisdom for their own purposes. It is said they performed dark rites, summoning the dead, and entertained and even interbred with strange creatures from the outer spheres.

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"Few would venture onto the mountain anyway. Nothing worth hunting lives there and it is a treacherous place."

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- Yet the Allfather was a jealous god and he did not forget; when he had won his great victory against the giants he sent his ravens *Huginn* and *Muninn* to spy on the mortal realm and quickly learned of the *Drottnars'* heresy.
- Once recovered from his wounds, the Allfather mounted *Sleipnir* his eight-legged horse, and brandishing his mighty war spear *Gungnir*, descended on the temple and enacted his revenge on the faithless *Drottnar*.
- Like their lord, the *Drottnar* were said to have been hanged for nine days to teach them the wisdom of pain and when they were cut down they were transformed into terrible, half-mad ice demons, eternal sleepless sentinels, cursed to forever guard the hanged god's greatest treasure.
- All of this was forgotten with the coming of Christianity, but the north does not forget and the tale was passed from father to son in the local legends of the Finns and the Norse, to be told around the fires to scare the children and keep them from playing on the mountain.

### ODIN'S FIST

Olaf will then describe what he knows about the mountain:

- Even without its macabre reputation, few would venture onto the mountain anyway. Nothing worth hunting lives there and it is a treacherous place full of piercing gusts, sudden snowstorms, rock falls, and deep crevasses.
- "Let the Nazis play their stupid game we thought," says Olaf. "Maybe an avalanche will wipe them from the face of the mountain and we will all finally have some peace."

### *INTERMISSION*

At this point Olaf will look deathly pale and will require some brandy and perhaps some further healing to help revive him, then he will continue.

### *EVIL EMERGES*

One Wednesday (Odin's day), Aarni, one of the village hunters, saw the Nazis finally move up onto the mountain in force. For a few hours all became quiet, then just before midnight the winds howled and snow began to blanket the peak. Down in the valley, all was unnaturally calm and still, as if the earth was listening for something.

- Then a massive lightning storm erupted and the younger nervous Finns joked it was Thor rather than Odin who had returned to haunt the mountain. One however, old Juri, cursed the Nazis for messing with forces they couldn't comprehend.
- But following that night the mountain seemed to breed new and darker events. Weird lights glowed around the peak, sudden snow storms came and went, and the wind carried the sound of wailing, as if a multitude were in great pain.
- Each night the villagers locked and bolted their doors, huddled deeper in their beds and many were afraid to even cast their gaze towards *Odin's Fist*, lest they attract the evil eye.
- Their dogs also began to react badly, howling and snarling, baring their teeth, and raising their hackles as if the very legions of hell were knocking on the door. In the end they had to be locked up outside in the kennels, lest they attacked someone in their fear.
- When the Nazis next came to the village, the Finns disappeared inside and locked their doors, unwilling to deal with them at all. Olaf overheard two SS Black Sun troopers cursing the villagers for fools and *Untermensch*, and promising them they would serve the Fatherland soon enough, whether they wanted to or not.
- Something in those words chilled Olaf and he resolved to find out more about what was happening up there, both for the sake of the village and because he knew the British would be interested in what the Nazis were really up to.

### THE NAZI CAMP

Two nights ago, after dark, Olaf went to spy on the Nazi encampment. Instead of an archaeological dig, he found an armed base ("If that's an archaeological camp, my aunt is Hitler's favourite general") which he stayed watching for several hours.

- Nothing much happened at first, but as he was about to leave he saw the Nazis march out a bunch of workers and drive them up towards the summit. The forced labourers looked tired, haggard, but also despairing, as if they knew some terrible fate awaited them. Olaf says, "They were like beasts heading for the slaughter."
- Olaf returned back through the woods, but then the mountain suddenly exploded with hellish light and sound 'as if all the demons of hell were dancing up there.' He was so distracted he almost missed someone following him, but quickly ducked behind a tree to ambush them.
- There was a short struggle, but Olaf quickly realised it was an escapee, one of the labourers from the camp. He managed to convey he is not a Nazi or her enemy, saying to the girl, "Nicht Deutche! Nicht Deutche! Resistance, widerstand ja?" The girl kept repeating the word "Schrecken". With an Other Language (German) roll, an investigator (or Seraph, if none speak German) will identify the word as meaning 'horror'.
- Olaf signalled for her to follow him, but she kept looking back towards the mountain and was plainly terrified. Olaf decided to make for one of his local hide-outs rather than the village, but soon his hunter's instincts told him something was on their trail. "I could see nothing and yet I felt it still, like the doe feels the hot breath of the mountain lion on her neck."
- Spooked, the pair crossed a small local river, hoping to throw whatever was stalking them off their scent. As they made it to the far side, Olaf reached out to help the girl up the bank, but her face suddenly dissolved in an expression of horror.
- Olaf turned, firing his rifle blindly, but a great pain erupted in his side and when he looked down, two great spikes of ice had pierced him through the stomach, and then he fell. He saw the girl stood in the water, immobile, frozen in her terror.
- There was an overwhelming musky smell and then a giant white furred hand with cruel talons reached out and seized her, enveloping her head completely and lifted her clean off the ground. Olaf tried to see what it was, but both were gone and he was left bleeding his life out into the snow.
- For a while, he hovered between life and death, but then rallied and crawled to his hide-out behind a waterfall. The spikes in his side had melted away and he was able to clean and cauterise the wound. Then he slept for a long time, perhaps a day, perhaps more.

Olaf concludes. "When I awoke again, I was weak. I struggled to come back to the village, but found it deserted, all the people gone. You have seen the dogs? Whatever abomination did that to them, is the same as did this to me. You must stop them Sven, find them, and bring Maalia back to me. I…" At this point Olaf will weaken, need to rest and will find it hard to answer any further questions.

### AFTERMATH

After listening to Olaf's story, Seraph will order the team to make preparations to investigate the Black Sun Labour camp. However, when the investigators gather together again they will discover that one of the SBS soldiers has gone missing. A Track roll will discover his footprints, which seem to end abruptly near the edge of the woodland. Although there is no sign of a struggle, a successful search of the immediate area will find the remains of his weapon, the body and barrel of which has been twisted and mangled, as if pounded by a steam hammer.

> "Then the mountain exploded with hellish light and sound as if all the demons of hell were dancing up there."

Each investigator who listened to Olaf's saga is entitled to an automatic check on his Occult skill which can be rolled against to see if it improves after the mission is over.

## Scene 4: Camp of the Damned

The SS camp can be reached by following, or shadowing, the crude road that the Nazis have hacked north through the forest. By late afternoon, after a short trek, the team will arrive in the vicinity of the camp and be able to observe it from the forest, or at a relatively safe distance. It is much as Olaf described it, a rectangular enclosure of wooden posts and barbed wire, guarded by a watchtower at each corner with the heavy gates typical of a German forced labour facility.

Even the most cursory glance will reveal that something strange is going on. The searchlights on each of the four watchtowers are lit, even though it is daylight and the front gates are swinging wide open. The investigators will also detect a low droning noise, which with an Idea roll can be recognised as the hum of the camp generators. However, apart from these two signs of activity, the camp seems strangely still and quiet. Seraph will point out that it appears deserted, but urges prudence, saying "I don't feel any signs of life, but let's go cautiously. We don't know what happened here and there may be things that are beyond even my senses."

### 1. THE CAMP GATES

Unless the investigators wish to cut the wire and struggle through the fences, they can easily approach through the




camp gates, which swing wide and open in the wind. Closer observation will show that they are hanging off their hinges as if they had been thrown open by some great force. On a crude sign above the lintel, which is also half hanging off, the Nazis have written the slogan "Jedem das Seine". An Other Language (German) roll (or Seraph can, if no-one speaks German) will translate this as, "to each his own", or "to each what he deserves". Seraph will observe that this is, "Their idea of a joke no doubt, but it seems their own cruel taunt may have come back to haunt them".

### *2. THE MACHINE GUN NESTS*

Inside the camp gates are two machine gun nests. Both cover the entrance and both have their *MG42*s still in place hanging limp on their mounts. There are a great many cartridges lying on the ground here and small scraps of striped material, mingled with bloody smears. Also lying on the ground is a battered Stalhelm helmet with an insignia of a circle with angular, radial spikes reminiscent of the swastika, the badge of the SS Black Sun Division. It has been dented as if struck a fearsome blow.

If a successful Track roll is made when examining the ground between the gates and the nests, strange footmarks will be discovered. Each is of a long, outsized human-like foot, with the indentations of large talons beyond the toes. Should the investigators have spotted the strange footprints outside of Trellborg, it will be obvious that they are of the same type of creature. Unless an investigator made a successful Cthulhu Mythos roll when examining the tracks outside of the village, it will take the same rolls for the tracks to be identified as belonging to the same creature.

With an Idea roll, it should be relatively easy for the investigators to piece together what happened here if they examine the evidence, so **give them plenty of opportunity to work it out**.

However if they are unable to figure it out, go off on the wrong track, or need a nudge in the right direction, Sven can use his hunter's skills to assist them at the Keeper's discretion. He will point out that, "Something unusual happened here, something ze Nazis weren't expecting. Ze gates were thrown open; zere was a charge, machine gun fire, zen a desperate hand-to-hand struggle. There vere no survivors and significantly, no bodies. A frontal assault against these guns should have been suicide. Yet, not only did vatever it was make it through, but it overran zese positions and then the rest of the camp… so it may be zat bullets alone may not harm it." At this revelation, or if they worked it out themselves, each investigator should make a Sanity roll (0/1 loss).

In fact, the *Drottnar* charged and subdued the machine gun nests and then led its hybrids in a brutal assault to capture the rest of the SS Black Sun Company to provide further sacrifices for von Obertorff up on the mountain (see




**Diary of a Madman** on page 48). Everywhere the investigators go inside the camp, they will find signs of this epic struggle, bloody smears, broken weapons, and drag marks where the SS soldiers have been taken.

### 3. THE FORCED LABOUR PEN

Occupying the centre of the camp is a stockade made up of wood and a double roll of razor wire. Here the forced labourers were imprisoned in between shifts spent building the camp or conducting excavations up on *Odin's Fist*. There is a small exercise space in front and a series of tents, each heated by an oil drum, with primitive beds made up of pallets, blankets, and straw. There is a rudimentary latrine trench behind the tents. A search will reveal a number of small mementoes, including trinkets, bracelets, photographs, religious symbols (both crosses and Stars of David), and other keepsakes which the labourers concealed in their bedding from the Nazis.

### 4. FIELD KITCHEN

One of the largest tents in the camp is a field kitchen where the Germans prepared their own meals and gathered slops and leftovers to feed the labourers. There is pretty much everything here that you would expect to find in a field kitchen, including stoves, pans, and all the equipment needed to sustain and serve a Company of men and labourers. The German food stores are also located here, consisting of crates and barrels of foodstuffs and field rations. All of the field cookers are cold and atop several stand large cooking containers containing the congealed remains of food.

### 5. GUARD TOWERS

At each corner of the main camp stands a watchtower, built to keep watch on the labourers as much as to guard against any external threat. Each tower's searchlight is still on (as the *Drottnar* attack happened about twenty four hours ago in the early evening), the beams shining weakly in the waning daylight. If they climb up into the towers, a Spot Hidden roll by the investigators will find some small clue indicating that the guards were dragged down kicking and screaming—and alive—from their posts. This might be a patch of blood, a single jackboot, snapped webbing, or a torn knapsack or gas mask.

### 6. GENERATORS

Underneath a covered tarpaulin two diesel generators chug merrily away, supplying electricity to the abandoned camp.

As the team investigates, both will slowly splutter and chug to a halt, finally running out of fuel, cutting the electricity supply to the camp.

### 7. ARMOURY

This tent contains ammunition, supplies, and spare weaponry that the Black Sun Company brought with it. As well as the usual array of pistols, rifles, submachine guns, and MG42s, which the investigators can help themselves to, there are several sealed crates with additional Black Sun insignia containing more unusual weapons. This includes the following (see **Arms & Equipment** on page 47 for further details):

- 15× *Stielhandgranate 24* (Model 24 "Stick grenade")
- 4× *Gewehrgranatgerät* ("Rifle grenade launcher")
- 2× *Flammenwerfer 35* (Model 35 "Flamethrower")
- Tracer Rounds—These have been inserted into belts of ammunition for the MG42s as every fifth round.
- 2× *Leuchtpistole 28* ("Flare guns")

How many of these items the Keeper allows the investigators access to, is at his discretion, as it consists of a potentially powerful arsenal. However, since the *Drottnar* is impervious to normal bullets, access to the armoury gives the team the opportunity to stock up on the type of fire and flame-based weaponry which is needed to damage it. The Keeper can add or deduct arms and equipment from the armoury as he sees fit.

In addition to the expected weaponry, more mundane equipment is also stored in the armoury. This includes torches, climbing gear, first aid kits, and all manner of small items that an army unit in the field might need.

### 8. BLACK SUN TROOPS LIVING QUARTERS

These tents are the living quarters of the SS Black Sun troops and despite their evil reputation, their quarters are no different from equivalent barrack rooms the world over. There is a central stove/heater to keep things warm and the SS are equipped with all the latest cold weather gear. Camp beds and footlockers are arrayed in uniform order, though none of the tents are exactly tidy as the men resting there snatched up their weapons and ran out to try and repel the *Drottnar* attack.

### 9. MEDICAL FIELD HOSPITAL

This larger tent was the camp's medical centre where the Herr Doktor and his orderlies attended any wounded or frostbitten SS and did their best to keep the labourers alive until it was no longer necessary. If the investigators look for it, there is no sign that any weird experimentation or vivisection was conducted here, the field hospital consisting of just the beds and accoutrements of an ordinary medical field ward, plus the normal run of medical supplies and instruments.

### 10. VEHICLES AND FUEL DUMP

An assortment of vehicles has been parked here, including an *Sd.Kfz. 7* half-track, three *BMW R75* motorbike sidecar combinations (each has an *MG42* mounted on the sidecar), and the five *Opel Blitz* three-ton trucks that the SS originally arrived in. Stored in a number of heavy drums at a safe distance away from the vehicles is a large supply of fuel. At the Keeper's discretion, the vehicles might include a pair of *Sd.Kfz. 2* half-track tractors. Both of these small vehicles, capable of carrying two passengers as well as the driver, have been adapted to the winter conditions with a windscreen for the driver and a canvass top for the passengers.

"It was an old dark leather tome, covered in strange arcane symbols... it seemed to give an audible sigh as the yellowing pages were revealed."

### 11. COMMAND POST

This large tent contains a radio which is still on, hissing with static, but no signal, a table upon which lie a number of maps and strange charts and a covered map board. The maps on the table are standard operational maps of the north Norway theatre of operations while the charts are marked with esoteric symbols which seem to dance before the eyes and will have an unsettling effect on the mind if stared at too long.

When he sees them, Seraph will cover the charts with a cloth, but anyone who stares at them should make a SAN roll (0/1 loss). One chart is a floor plan of the forbidden library where von Obertorff retrieved *Uriglegand's Saga* (see von Obertorff's tent below), though its physical location is not specified (and may be saved for further adventures). Another chart is a detailed floor plan of a Black Sun base, adjacent to a mysterious pyramid complex in Egypt. The third appears to be a map of ancient monuments and cairns located throughout the Orkney and Shetland islands.

Uncovering the large map board reveals a map of the world with various locations marked with a Death's Head symbol. The Keeper is free to determine where these locations might be so that they can serve as clues to further ***Achtung! Cthulhu*** adventures of his own devising, but suitable locations might include Moscow, the village of Stregoicavar in Hungary, Mount Ararat in Turkey, Timbuktu in the French Sudan, the island of Ponape in the Pacific, Lebida on the coast of Libya (the Roman city of Leptis Magna), and the ruined city of Great Zimbabwe in Southern Rhodesia.

There will be little time for the investigators to conduct more than a cursory examination of either the maps or the charts. Nevertheless, returning this intelligence to England will earn them a feather in their collective cap as Section M will be able to conduct the post-mission analysis necessary to reveal their secrets (which will be detailed in further ***Achtung! Cthulhu*** supplements).

**URIGLEGAND'S SAGA**—*In Ancient Norse, Runic (7th Century), Medieval Copy (15th Century)*. The delirious ravings of the eponymous blind priest of a perverted cult of Odin, *Uriglegand's Saga* tells of the time when the world feared the wrath of the Norsemen and the Norse both feared and worshiped the dark cult of the *Drottnar*. Once the cult was overthrown by a conclave of witchmen and skalds, *Uriglegand* recorded this saga to keep its beliefs alive and the tome contains instructions on how to free any *Drottnar* left trapped on this plane. The original vellum parchments on which the saga was originally recorded are most likely long rotted, but a single medieval copy has found its way down the ages to be seized and partially translated by the Nazi occultist *Obergruppenführer* Ludwig von Obertorff. *Sanity Loss: 1D6; Cthulhu Mythos 5 percentiles; average 6 weeks to read and study*; **Spells:** *Contact Drottnar, Free Drottnar, Contact Spirit of Uriglegand, Ice bolt* (see page 46).

**JOURNAL OF LUDWIG VON OBERTORFF**—*In 20th Century German;* This tome, a small dark, leather bound tome covered in occult symbols, with hand written interior pages is the private journal of leading Nazi occultist *Obergruppenführer* Ludwig von Obertorff and chronicles his activities as one of the leaders of the SS Black Sun Division during the years 1939-43 (other earlier volumes may also exist). Specifically, it details his researches into the origins of Germanic paganism and his beliefs in the supremacy of the Aryan master race and its links to earlier mythology such as the Norse cults of Thor and Odin. Following the discovery of *Uriglegand's Saga* and the events at *Odin's Fist*, this is the primary modern source for much of the detail and information on the *Drottnar* mythos race. *Sanity Loss: 1D3; Cthulhu Mythos 3 percentiles; average 4 weeks to read and study*; **Spells:** *Summon Drottnar, Free Drottnar, Ice bolt* (see page 46), *Summon Byakhee, Summon Spirit of Uriglegand.*

At least two of the locations marked on the map or charts indicate the site of further Black Sun activity rather than just interest. These will be detailed in the forthcoming sequels to *The Trellborg Monstrosities*.

Although the electricity from the generators will cut out as the investigators explore the camp, the radio will operate for several more hours on battery power. Unfortunately, due to the weird electric influence from the mountain, no signal can be detected beyond the hiss of static, nor can any messages be sent.

### 12. VON OBERTORFF'S TENT

Immediately behind the tent housing the Command Post is von Obertorff's inner lair with an enclosed canvass passage connecting the two. The inside of the Nazi occultist's tent is possibly the most disturbing sight in the camp. A pentagram has been embroidered onto a thick cloth that lies on the tent floor, the tent is strewn with all manner of esoteric and arcane paraphernalia, and a quartet of books sits beside an oil lamp on a table next to a sleeping cot.

The pentagram has been embroidered in silver thread on a square of rich silk cloth. It is marked with forbidden runes and surrounded by censers and candles. This was used by von Obertorff to research *Uriglegand's Saga* by calling up the blasted spirit of its original Norse author.

Seraph may advise the investigators to be careful when exploring the tent, but will not hinder them in any other way. Should the investigators examine the items closely, they will uncover a skull engraved with silver symbols and scored with teeth marks, a short, carved stick with length of thick hair attached to it, an oddly angular jawbone complete with teeth, and a ceremonial SS dagger.

The engraving on the skull can be identified as a variant type of an *Elder Sign* with a Cthulhu Mythos roll and the scoring as having been made by human teeth with a Medicine Roll. Discovering the latter calls for a Sanity roll (0/1 loss).

With an Anthropology roll, the stick can be identified as an East African fly whisk, but neither a Medicine roll nor a Natural History roll can identify the hair. A Cthulhu Mythos roll will determine that the hair on the fly whisk is from a Ghoul. A worn label attached to it bears the following: "Ju-Ju Ho... 1 Ra..."

The strangely angular jawbone is full of serrated teeth, some of which are hollow and appear to have been made for draining blood. A Natural History roll will not be able to determine its origins, but a Cthulhu Mythos roll will identify the jaw bone as belonging to a Byakhee, one of the star steeds. Identifying the facts about each of the items calls for a Sanity roll (0/1 loss).

The dagger is ornately ceremonial, having silver cross guards and an ebony wood grip, which has an SS siegrune button at the top and a national eagle with swastika inset into the wood of the grip. This is von Obertorff's personal weapon and has been enchanted so that it can do damage to Mythos entities. In combat, it will do 1D4 damage on a successful hit. The team may wonder why such a personal item has been left behind—all will be revealed on *Odin's Fist*—but the simple fact is, von Obertorff has no need of mortal weapons any more.

The first of the four books by von Obertorff's cot is an original copy of *Uriglegand's Saga* which is likely to prove challenging to decipher since it is written in a mix of runes and ancient Norse.

The principle prize in the tent though, is the second book, a small dark, leather bound tome covered in occult symbols.

At the Keeper's discretion the book is protected by a powerful ward. If so and an investigator grabs the tome and attempts to read it, he should make a Resistance Roll with his POW versus the trap ward's POW of 16 or be blasted for a brain melting 1D3 Sanity points. Again at the Keeper's discretion, Seraph will shout out a warning before the investigator opens the book, but this may not necessarily be in time...

Otherwise Seraph will retrieve the book and take it back to the Command Post where he will spread out its contents on the table. He will make a couple of passes with his hands over it, muttering under his breath, disarming the ward in the process. Then the book will open of its own accord, seeming to give an audible sigh as the yellowing pages are revealed.

The book is von Obertorff's private journal and if Davina Rodgers or a similarly skilled Historian character is present, **Seraph will always pass it over to them to translate after he has disarmed it** with a rather condescending, "Here you are, it should be safe to read now... should be." However, if no one else is able to, Seraph will tell the investigators that, "It's written in German, with a mix of Old Norse and some rather malevolent looking runes. Probably safest if I translate." And as the shadows outside lengthen, he will.

> "It is the site, I am certain of it, no other bears the characteristic shape named in *Uriglegand's Saga*."

Von Obertorff's journal is a reasonably long read, so depending on the course and translator chosen, the Keeper may read **Diary of a Madman** (see page 48) to the investigators as Seraph, **or preferably**, allow Davina Rodgers or a Historian investigator to read it to the rest of the team. Alternatively, the Keeper might simply pass it over as a handout to the players and allow the investigators to read it for themselves.

After reading the final entry, the investigators are free to make of it what they will. All of the investigators who have read or listened to von Obertorff's journal will automatically gain 1% in their Cthulhu Mythos skill and lose a corresponding 1 point of Sanity. In addition, a few things will probably emerge from listening to the contents of the journal, but if not, Seraph or Sven will be happy to point them out.

- The last entry in the journal was dated yesterday.
- The world is still here and no super weapon seems to have been unleashed. What has gone wrong?
- The only way to find out is to enter the lion's den up on *Odin's Fist* and find out.
- This is our last chance to arm ourselves for the ordeal ahead (Seraph will point the members of the team to the armoury if they have not already discovered it. He will also suggest that they check their torches now that they know that they are going into the mountain).

The third book is *Bevor Hitler Kam: Urkundlich aus der Frühzeit der Nationalsozialistischen Bewegung* ("Before Hitler Came: Documents from the Early Days of the National Socialist Movement") by Rudolf Freiherr von Sebottendorff. Published in 1933, Munich, it deals with a secret occult group known as the Thule Society and the DAP (German Workers Party, of which Hitler had been a member and which would be reconstituted as the National Socialist German Workers' Party, generally known as the "Nazi Party" in 1920). Written in German, it confers an Occult skill roll and a Philosophy and Religion skill roll on anyone who reads the book. An inscription, also in German, reads, "Ludwig—If you want more banned books, come back to old Constantinople—von Sebottendorff—Istanbul, April, 1937".

The fourth book is a copy of *The People of the Monolith*, a book of poetry by Justin Geoffrey. An Occult roll or a *Difficult* Know roll will identify the author as lesser American *avant garde* poet of questionable reputation who died in an Illinois asylum in 1926. Written in English, the volume takes a week to study or two hours to skim. Sanity loss for doing so is 1/1D3 and it grants +03% Cthulhu Mythos skill. The pages of the hand stitched, leather bound volume are charred as if from a fire and a book-plate identifies the book as having come from the Kramer Collection.

At the Keeper's discretion, von Obertorff can have further Mythos books and arcana in his possession in the tent. Either of these could contain cryptic clues to the campaigns and activities of the SS Black Sun Division across the world. (Again, the Keeper may wish to save the details of either to be revealed following post-campaign analysis).

## Scene 5: Odin's Fist

### *CLIMBING THE MOUNTAIN*

As dusk spreads its cloak across the mountain, the team will leave the Nazi camp, ready to make the final assault on *Odin's Fist*. A sharp turn out of the camp will see the investigators take the old ceremonial road the Vikings used to ascend the mountain and an Idea roll will identify it as the same path Olaf saw the workers take. As the light ebbs away, the team will find that the path begins to zig and zag, get narrower and steeper, and the going harder, with loose stones and shale making for uncertain footing.

Within thirty minutes of beginning the ascent a biting wind will spring up from nowhere, ushering in a chilling, sapping mist that engulfs the members of the team. Suddenly path, landmarks, and mountain alike will be lost in the mist as if the team have been abruptly deposited into a glass of gaseous milk. It will be obvious that something is amiss here and the more astute investigators will realise that they are being subjected to something similar to that used by Seraph to get them past the convoy on the road.

Sven will say that someone or something is using the elements against them and he will suggest that they rope

themselves together while he leads the way. This is a good chance to play on the investigators' fears as they make their way through the mist, strange shapes seeming to swirl towards them out of the fog as the very wind seems to howl directly at them. Each investigator should make a SAN roll (1/1D3). Simply losing 1 point of Sanity means that the investigator is unnerved; a 2 point loss causes the investigator to cry out; and with a 3 point loss, he will ready to fire his weapon at an enemy that only he can see.

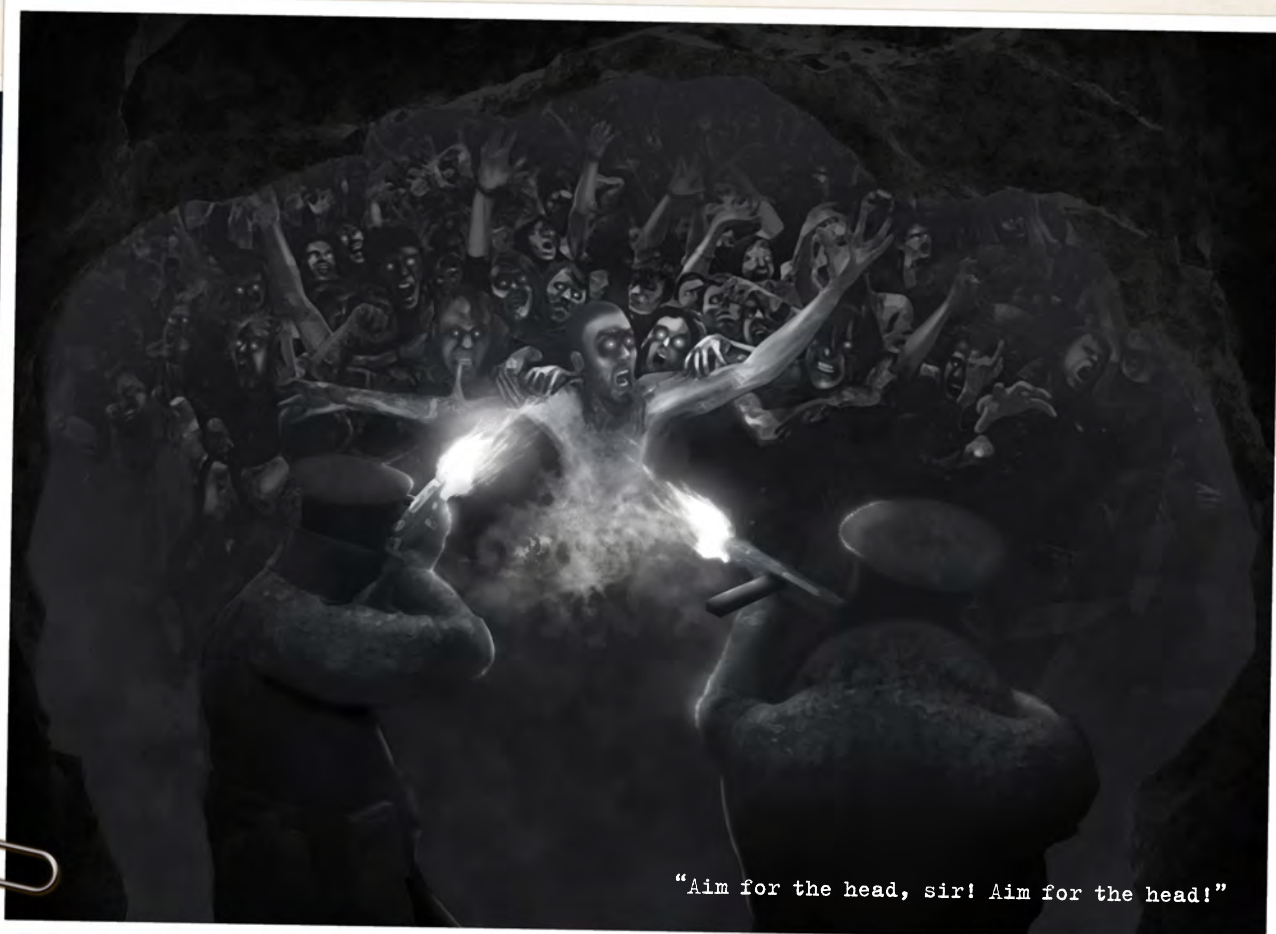
If the Keeper wishes to follow the novella, the SBS soldier or soldiers bringing up the rear on the end of the rope will be taken by the *Drottnar* in the mist (see **the novella**, page 47). The first that the investigators will know of this is when they arrive at the maw, the cave leading to the outer temple. At that point, the rope trails in slack and empty and everyone in the team should make another SAN roll (1/1D3 loss).

### *THE MAW & THE OUTER TEMPLE*

The team now stands at the maw-like cavern entrance to the temple complex and will no doubt wish to hurry within to escape the horrors of the mist. Once inside, it will find a cave system, best described as an eerie, sinister series of tunnels, like a great throat leading down into the stomach of the mountain. It is, of course, dark, but there will be occasional signs of ancient Viking occupation, such as runic graffiti carved into the walls, or an ancient shield boss or other detritus from antiquity being left in a nook. Any investigator who makes a Track roll will also find signs of more recent traffic from where the SS soldiers, labourers, and the *Drottnar* and its hybrids have passed.

While there are many twisting side tunnels, Seraph will quickly be off like a greyhound on the scent and as the team penetrates deeper into the mountain, it will grow warmer, with an unpleasant, moist heat. Soon weird fungi will begin to give off an eerie green phosphorescence lighting the way and making for an unnerving atmosphere. Although the Keeper is free to toy with the investigators' nerves for as long as he wishes (perhaps having them chase the odd shadow), Seraph will eventually lead them into the outer sanctum, the original pagan temple of Odin where the Norsemen worshipped before they were corrupted and perverted by this monstrous alien creed after the arrival of the *Drottnar*.

The tunnel opens up into a great hollow cavern and here the light from the fungus is so strong that the artificial light from the investigators' torches will be unnecessary. Everywhere there are signs of pagan Norse occupation. A group of great stone menhirs is set in a circle surrounding



"Aim for the head, sir! Aim for the head!"

a vast central flat altar stone while the walls and side altars are carved with intricate runic symbols and age-worn reliefs that recount the myths and legends of the ancient Norse. The central altar stone is a magnificent depiction of both *Yggdrasil*, the immense world tree, and of the suffering of Odin as he hung upon it before he received the gift of the runes as a consequence.

Several tunnels lead off this chamber deeper into the mountain, but progress will come to a halt and from the puzzled look on his face, it will appear that Seraph has lost the scent and does not know which tunnel to take. He will climb up onto the central altar stone and squat down, disappearing under his cloak to cast the runes or whatever strange spell or procedure he needs to do under there. As the team waits, Sven will say, "I am not liking zis, I am not liking zis at all. I feel az if a zousand eyeballs are crawling across my skin."

The Norwegian may also wonder aloud, "If even a qvarter of von Obertorff's journal is true, surely he must have ze means to know ve are coming? Why hasn't he done something more substantzial to stop us? Vhy pick us off vun by vun? Vhy let us get this far?" It may be a sobering moment if the investigators have not asked these questions themselves.

At that moment, each of the investigators should make a Listen roll. If any are successful, they will realise that Sven's morbid speculations are being interrupted by a faint whispering, like many dried twigs being rubbed together. The noise will grow louder and closer until everyone can hear it, the sounds chasing each other around the angular roof of the cave system, echoing and re-echoing, so that they seemed to be coming from everywhere at once. The sounds will take on a lurching, shuffling nature, like meat and bone collapsing on top of each other...

Then the source will be revealed as staggering out of the tunnels comes **von Obertorff's horde**, a mixture of re-animated and zombified SS and forced labourer corpses (possibly supported by a *Drottnar*-Human hybrid depending on the strength of the team). The Keeper should adjust the size of the horde according to either the number of people in the investigators' team or the desired difficulty required. If any of the surviving SBS troopers are killed in the encounter, the zombies will drag off their bodies, except for that of Major Powell.

| Party Size | Horde |
|---|---|
| >5 | D10 zombies |
| 5-10 | D10+10 zombies |
| 10+ | D10+10 zombies<br>+1 *Drottnar*-Human Hybrid |

### *REANIMATED CORPSE: LABOURER / VILLAGER / BLACK SUN SS*

These shambling, soulless, rotting corpses have been reanimated by von Obertorff's dark sorcery to serve as both guards and cannon fodder to test both the investigators' will and their firepower. Their tactics are to close on the investigators as quickly as possible and attempt to grapple with them before throttling a target for 1D4 damage per round on subsequent rounds. This can be prevented with a STR versus STR roll on the Resistance Table.

| | | | |
|---|---|---|---|
| **STR** 16 | **DEX** 6 | **INT** – | **CON** 16 |
| **SIZ** 13 | **APP** – | **POW** 1 | **EDU** – |
| **SAN** – | **Move:** 4 | **Hit Points:** 10 | |

**Damage Bonus:** +1D4

**Weapons:** Bite 30%, damage 1D3+db, atts 1.

Grapple 25%, throttle for 1D4 damage, atts 1.

**Armour:** None, but impale weapons do 1 point of damage including firearms, all other weapons do half damage. All hits to the head do normal damage. This is a *Difficult* attack.

**Sanity Loss:** 1/1D8

**Head Shot Rule:** Unlike normal zombies, these corpses are vulnerable to damage to the head. Targeting the head is *Difficult*, but the attack does normal damage. Unless an investigator specifically states that he is attacking a corpse's head, any attack that *Impales* (one fifth of the skill or less) hits the head and does normal damage. If the player does not realise this vulnerabilty, then his investigator will with a successful Idea roll. These rules only work with reanimated dead due to their slow, shuffling nature made worse by the cold.

### DROTTNAR *HYBRID*

A foul mix of human and *Drottnar* interbreeding has produced the *Drottnar*-Human hybrid, a creature which combines the worst aspects of both species. The hybrid takes on the form of a tall powerful human and while it retains its human clothing, yellow-white fur fringes its arms, neck, and head. The bestial face combines aspects of human, bear, and wolf with piercing red eyes, savage jaws, long talons, and immense physical strength that make it a daunting opponent. While it loves to fight hand-to-hand, it will also not hesitate to cast spells like *Ice Bolt*, or if it has time and a ready supply of corpses, *Create Zombie*, to provide minions to aid it. The hybrid can be damaged by normal weapons, but like its otherworldly parent, it is especially vulnerable to fire based weapons and attacks which do double damage.

| | | | |
|---|---|---|---|
| **STR** 25 | **DEX** 13 | **INT** 13 | **CON** 15 |
| **SIZ** 15 | **APP** – | **POW** 13 | **EDU** – |
| **SAN** – | **Move:** 13 | **Hit Points:** 15 | |

**Damage Bonus:** +1D6

**Weapons:** Bite 30%, damage 1D6, atts 1.

Claws 40%, damage 1D8+db, atts 1.

**Armour:** 1-point of armour from its *Drottnar* heritage. Fire-based attacks inflict double damage.

**Spells:** *Create Zombie*, *Ice Bolt*.

**Sanity Loss:** 1/1D8

### *A FIGHT TO THE DEATH*

The team must now defend Seraph at all costs and fight off the horde until he awakes from his trance and the idea is to imperil the team thoroughly, pushing it to its very limits, perhaps thinning the herd and losing any remaining SBS troopers in the melee.

**Only if the team is extremely hard pressed and looks like falling under the horde's claws** will Seraph awake to aid them, launching into the fray, casting spells to repel the reanimated dead, and frying the *Drottnar*-Human hybrids with mystical bolts. **Much more likely** is that Seraph will simply stay in his trance throughout the entire episode, only awakening once the fight is over to find a gore-encrusted team knee-deep in the remains of the undead and blithely enquire, "Did I miss something?"

However once the horde is defeated, Seraph will lead the survivors down into the tunnels again, certain of his way this time. They will now make their way into a tunnel which shows signs of recent rock fall and towards the final confrontation in the inner sanctum.

## Scene 6: The World Tree

Deep in the heart of the mountain lies the temple's inner sanctum, a vast cavern where the *Drottnar* and its hybrids received the worship and sacrifice of the Norsemen ages ago. It is a strange, mystical, otherworldly place, lit by the sinister glow of the fungi and scarcely seems to belong to the realm of this Earth at all.

Looking up the investigators will discover a vast and disturbing vista, where the walls of the great cavern seem to stretch up and out beyond the confines of the mountain and into the stellar void itself, mingling with some terrible alien dimension there. The unnatural light seems to twist and blend and play tricks with their eyes and it is not wholesome to look upon too long, lest their minds begin to teeter over into the realm of madness. Each investigator must make a SAN roll (1/1D3 loss).

The floor of the cavern itself is scarcely proved more settling. There is the dark grove of leafless, blasted trees surrounding a huge central ash like attendant dancers. These seem to bend and gyrate slightly as if beckoning the team towards them. As they get closer, the investigators will see that the trees are ripe with an abhorrent 'fruit,' the bodies of labourers, villagers, and even the SS soldiers dangling and twisting from hempen cords. With an Idea roll, an investigator will realise that the bodies are hung the exact way as Odin was depicted hanging as a sacrifice from Yggdrasil on the stone altar in the outer sanctum. Seeing the sacrifices on the trees requires another SAN roll (0/1 loss).

Sven will mutter a profoundly filthy curse at the sight of his brother's woman and her friends and neighbours hanging there. He draws a knife to go and cut them down, but Seraph will dissuade him and will lead everyone forward until they stand before the unholy grove. Seraph will say loudly, "Were you planning on making us wait much longer, von Obertorff?"

It is then that von Obertorff will reveal himself. From within the folds of the trunk of the central tree will emerge a small, sharp featured man, wearing the uniform and greatcoat of an SS *Obergruppenführer*. He is a slight individual, difficult to reconcile with the very incarnation of evil which poured from every page of his journal. Yet his remaining beady eye will now regard the team with a singular malevolence.

### OBERGRUPPENFÜHRER *LUDWIG VON OBERTORFF*

A senior member of the Nazi occult hierachy and a ruthless and savage sorcerer, by the time that the investigators encounter von Obertorff, he has been warped and perverted by his extended contact and sorcerous dealings with the *Drottnar*, becoming part *Drottnar* himself although retaining more of his human side than a normal hybrid. His sanity is close to the breaking point and above all else, he now desires to capture and wield the *Drottnar* artefact and claim power for himself. The investigators may percieve him flicker between human and *Drottnar* forms (hence the SIZ difference) under stress or if he intimidates them.

| | | | |
|---|---|---|---|
| **STR** 20 | **DEX** 15 | **INT** 17 | **CON** 15 |
| **SIZ** 12/18 | **APP** 7/– | **POW** 16 | **EDU** 17 |
| **SAN** 15 | **Move:** 8 | **Hit Points:** 17 | |

**Damage Bonus:** +1D4/+1D6

**Weapons:** Claws 30%, damage 1D4+db.

**Armour:** 2-point hide.

**Skills:** Cthulhu Mythos 25%, Occult 70%, Philosophy & Religion (Nazi Ideology) 75%.

**Language Skills:** English 80%, German (Own) 85%, Norwegian 70%, Old Norse 70%, Runic 70%.

**Spells:** *Alter Weather*, *Control Humans* (p44), *Control Undead*, *Create Zombie*, *Ice Bolt* (p44).

**Sanity Loss:** 1/1D8 (in *Drottnar* Hybrid form)

Naturally, now almost mad with the possibilities of power von Obertorff will then reveal his foul plan. The Keeper can either follow the novella's dialogue exchange between von Obertorff and Seraph here (see **the novella**, pages 52-53) or von Obertorff will summarise the key points in beautifully accented English.

- The spear the Norse called *Gungnir* is in fact a *Drottnar* artefact of great power which von Obertorff intends to win and then keep for himself to wield as the head of a new millennia-long Reich.
- All former loyalty to Führer and Fatherland is gone, and he now intends to rule for himself in conjunction with his monstrous ally the *Drottnar*.

- The Witchmen who sealed the spear away when the temple originally fell, did so with powerful magics, which have proved difficult to penetrate.
- Von Obertorff has expended every soul he could to free the spear; hanging *Untermensh* and Aryan alike and even sacrificing the life force of *Drottnar*-Human Hybrids in his quest to liberate it.
- If von Obertorff captured any British soldiers, he will have also used them to fuel his experiments. He will specifically point their bodies out swaying on the tree. This triggers another Sanity roll (0/1 loss).

---

"Stop me? Ha-ha, very droll, Herr Seraph, but I assure you, no, you cannot stop me. The truth is I wanted you here, I needed you here."

---

- Von Obertorff will then reveal *Gungnir* itself, the trunk of the tree will ripple, the bark peel away in a horribly organic manner to reveal a huge, heavy bladed weapon, some eight foot tall, studded with mysterious looking sigils and alien technology.
- Von Obertorff has realised that he could empty a hundred villages, hang a thousand peasants, and still not harvest enough soul energy (POW) to release the weapon.
- However, he now knows that the only way to free the artefact is with the sacrifice of the soul of a powerful witchman like Seraph, which will provide the necessary power.
- Therefore he carefully baited the trap with his journal and picked off the allied group one-by-one, specifically to lure Seraph here, so, "I can release his soul from the confines of its earthly shell. Then when I have cracked it open like some scuttling crab and feasted on the soft, juicy pickings inside, it is then and only then, that I will have enough power to release the *Drottnar* weapon!"

If the Keeper follows the novella, immediately after von Obertorff's challenge, Seraph will counter with a cry of "Never!" and engage the Nazi occultist in a sorcerous duel, their souls contending with each other in a vast display of wizardly power and pyrotechnics (see **the novella**, page 54). As the duel continues, von Obertorff's true half-human, half-*Drottnar* form will emerge—anyone seeing this will need to make a Sanity roll (1/1D8 loss) if it has not been revealed before—and although Seraph will appear to be in terrible danger, there is little that the investigators can do with the occultists so tightly locked together.

Besides, almost immediately after the duel begins, the investigators will have other matters to worry about. Sven will spot the Drottnar leaping down from the branches of the world tree to land amongst them and join battle. For the investigators, this is the climax to the whole adventure following the 'great reveal' and the Keeper should play it for maximum drama and tension. If the Keeper is following the narrative, the *Drottnar* will land smack bang in the middle of the team where its description alone should be enough to give everyone a reason to pause (see **the novella** page 54).

## *THE* DROTTNAR

The *Drottnar* is indeed a most formidable looking opponent, its colossal nine-foot tall body is powerfully muscled beneath a coat of straggly yellow-white hair, while its strapping, brawny arms end in powerful crushing paws, topped by scimitar-like talons. Its face seems to combine the most brutish features of wolf and bear, yet perhaps the most terrifying thing about it is the keen, malicious intelligence lurking behind the crimson orbs of its eyes as it regards its prey. It is able to move through snow and icy conditions, leaving very little trace and is an expert and remorseless hunter and tracker, delighting in the chase and often prolonging its victims' agonies for its own enjoyment.

| | | | |
|---|---|---|---|
| **STR** 30 | **DEX** 21 | **INT** 24 | **CON** 21 |
| **SIZ** 23 | **APP** – | **POW** 21 | **EDU** – |
| **SAN** – | **Move:** 15 | **Hit Points:** 30 | |

**Damage Bonus:** +2D6

**Weapons:** Bite 30%, damage 1D10, atts 1.

Claws 50%, damage 1D8+db, atts 1.

**Armour:** 3-point hide.

**Skills:** Dodge 60%, Scent Prey 70%, Sneak 70%, Track Prey 70%.

**Spells:** *Alter Weather*, *Control Humans* (p44), *Control Undead*, *Create Zombie*, *Ice Bolt* (p44).

**Sanity Loss:** 1/1D10

**Vulnerabilities:** The *Drottnar* is impervious to ordinary bullets and takes normal damage from melee weapons. Its one weakness is an extreme vulnerabilty to fire attacks, which inflict double normal damage. If the *Drottnar* takes more than 10 points of fire based damage in a single round, there is a 25% chance that it will catch alight and burn for an additional 1D6 damage per round until it is able to extinguish it (diving in water, rolling in the snow, etc.).

By now the team should have several weapons with it that will harm the *Drottnar* with fire damage. These will include grenades brought with them from England along plus several weapons taken from the armoury in the SS camp at the foot of the mountain. The most effective of these are the *Flammenwerfer 35* flamethrowers and the *Leuchtpistole 28* flare guns while the tracer rounds will inflict 1D4 points of full damage on the *Drottnar*. The Tracer Rounds are only available for the *MG42s* and are inserted as every fifth round on the 250 round belts that the machine guns fire.

### *THE FINAL FIGHT*

Normal bullets alone will not harm the *Drottnar* and will most likely just anger it, but its cruel and malevolent nature delights in physical combat, so it will batter and hurt rather than attempt to kill the investigators outright, playing with them much as a cat plays with a captive mouse.

If the investigators try to hit with fire based attacks too early, it will attempt to dodge them, but a successful Psychology roll will note its fear of fire. Meanwhile in the background, the duel between von Obertorff and Seraph will continue to grow in intensity, green and white auras contending—the energy released will begin to shake the very foundations of the cavern.

> "Perhaps the most terrifying thing of all was the keen, malicious intelligence lurking behind its eyes, as it regarded us."

After initially sparring with the *Drottnar* and probably getting quite a hiding, Sven, his Viking blood stirring will realise that their cause is almost hopeless and will attempt to take the *Drottnar* on in hand-to-hand combat to buy the team some time. He will draw his knife and ice axe and will sprint towards it shouting, "Make ready. I will only be able to hold it for so long." Sven will bury the knife in the creature's foot causing it to howl and then clamber up its back and will slam the axe into its throat, causing black ichor to spill down its pelt. The *Drottnar* will shake with pain and rage, then seize Sven and slam him into the cavern floor mortally wounding him. Finally it will raise his broken body back up to eye level and regard him, ready to bite his head clean off. Sven, barely alive, will roar, "Now! NOW!"

This is the moment for the investigators to hit the *Drottnar* with every flame and fire-based attack they have got. Flamethrowers, tracer rounds, and grenades should be enough to bring it down, even if Sven dies in the conflagration. If the investigators use flamethrowers or it catches alight, the *Drottnar* will writhe and howl and burn until the flames consume the hideous creature. All that will remain afterwards is a blackened, empty husk.

For witnessing Sven's heroic sacrifice and his going up in flames, each investigator must make a SAN roll (1/1D6 loss). If Sven survives the fire, it will be obvious with a successful First Aid roll that he is dying and that little else can be done for him. Should they render him some succour in his last moments—perhaps a last nip of brandy—then Sven will urge them to look after 'my little brother' and each investigator will earn a reward of 1 point of Sanity. That said, at the Keeper's discretion, an *Impale* on a Medicine roll (one fifth of the base skill) might be enough to save Sven and keep him alive.



The *Drottnar* - a most formidable opponent.

## Running the Climax

The climax to the scenario has been written very much to mirror the structure of the novella from whence it sprang and give the team a truly epic, highly narrative-led conclusion to The Trellborg Monstrosities. However, the Keeper may wish instead to devise, improvise, or adapt an entirely different confrontation, where the investigators battle von Obertorff or the *Drottnar* separately or together. If this approach is selected, then the Keeper needs to cautious, as both von Obertorff and the *Drottnar* are extremely exacting opponents and are likely to overwhelm all but the most high-powered of investigators.

The duel between von Obertorff and Seraph will continue, yet with the death of the *Drottnar*, it is now von Obertorff who will begin to weaken as the wizard fire lashes the cavern. The great world tree will shudder and groan, rocks began to tumble down from the cavernous ceiling, and the trees in that cursed grove will shake so much that many are upturned with their hideous roots exposed and writhing gelatinously in the air. The two auras will now seem to burst beyond the confines of the cavern and out into the stellar darkness itself.

The quakes will became so violent and the noise so deafening that unless the investigators each make a CON×3 roll, they will be knocked off their feet. Just as everything comes to a climax they will hear Seraph's voice, seemingly in their minds saying, "You can do nothing more, get out, get out!"

As the investigators sprint for the exit, there will be a great crack, like the very firmament itself has ruptured, and the whole cavern will begin to collapse, tons of rock, dust, and debris falling like hammer blows. Even as they scramble back up the tunnel, the investigators will be enveloped by a choking cloud of dust and then darkness.

Photo: German forces under march towards Pålsbrotin, single soldier — Used under the terms of the Creative Commons Attribution-ShareAlike 3.0 License



# DAY FIVE: AFTERMATH / GOING HOME

The mission, and the scenario, will come to an end with the surviving investigators staggering wearily, back up through the cave complex and out into the cold night air atop *Odin's Fist*. From here the logical course of action should be to head back to the village where they can use the recovering Olaf's hidden radio to arrange a rendezvous with the Norwegian resistance which will ultimately spirit them home. They should also be able to purloin some relevant transport from the abandoned Nazi camp if need be.

At some point, perhaps a day later in Trellborg, or perhaps when being debriefed back in Britain, Seraph will come strolling nonchalantly back in as if nothing particularly untoward has happened, apparently uninjured by his recent struggle. If questioned he will say, "That? Oh it takes more than a Nazi maniac to disturb my equilibrium and rest assured, we won't be hearing from von Obertorff again. The affair wasn't without its fascinations, but I've also taken a cursory glance into von Obertorff's papers. The *Drottnar* may be gone and the artefact buried beyond the reach of mortal man, but it seems we may have a slightly more pressing problem to discuss…"

## Sanity Rewards

- **For helping defeat von Obertorff:** +1D6+1 Sanity Points
- **For comforting Sven on his deathbed*:** +1 Sanity Points
- **For saving Sven*:** +1D3 Sanity Points

**Note that investigators may only receive one of these rewards, never both.*

## Other Rewards

- Any investigator who listened to Olaf's saga is entitled to an automatic check on his Occult skill.
- Individual rewards for studying *Uriglegand's Saga* and *The Journal of Ludwig von Obertorff* are noted in the relevant sidebars on page 28.

# Pre-generated Characters

"Our destination was clear enough - a small village called Trellborg
some forty miles east of Tromso - but our mission was an altogether murkier affair."

## MAJOR MICHAEL POWELL, "The Skipper"
## Special Boat Squadron Commander, aged 31

When war broke out, Michael Powell was working as a solicitor in Southampton, bored with handling wills and house purchases. Within a few months, he had enlisted in the Royal Marines, and after completing his training volunteered for the newly established Special Boat Section in 1940. Throughout 1941 and 1942, he served under the Section's founder, Roger Courtenay, in both in Crete and the disastrous *Operation Anglo* on Rhodes. A tough combat- hardened veteran with a cool head, a talent for command and the instincts of a stone cold killer, Powell has only recently been promoted to the rank of Major and the assignment in Norway is his first command following the promotion. He cares a great deal about the men under his command and is a bluff no-nonsense sceptic, not easily convinced by supernatural shenanigans.

| | | | |
|---|---|---|---|
| **STR** 13 | **DEX** 15 | **INT** 15 | **CON** 15 |
| **SIZ** 14 | **APP** 11 | **POW** 13 | **EDU** 16 |
| **SAN** 62 | **Hit Points:** 15 | | |

**Damage Bonus:** +1D4

**Skills:** Accounting 15%, Bargain 15%, Climb 53%, Credit Rating 25%, Dodge 55%, Explosives 06%, Fast Talk 15%, Hide 25%, Jump 25%, Law 35%, Library Use 25%, Navigation (Sea/Land) 30%, Persuade 40%, Pilot Boat (Canoe) 55%, Pilot Boat (Sailing Boat) 35%, Survival (Polar) 31%, Psychology 20%, Skiing (Nordic) 32%, Sneak 20%, Swimming 45%, Throw 30%.

**Language Skills:** English (Own) 75%, German 26%, Greek 06%, Latin 11%.

**Weapon Skills:** Bayonet 20%, Fist/Punch 55%, Grapple 25%, Handgun 45%, Kick 25%, Knife 25%, Machine Gun 30%, Martial Arts 46%, Rifle 45%, Submachine Gun 65%.

**Weapons:** *Silenced Sten MKIIS* submachine gun 65%, damage 1D10-2, atts 2/burst, base 20 yards, rounds 32, hp 8, malf 96.

*Webley Mark VI* revolver 45%, damage 1D10+2, atts 1, base range 20 yards, rounds 6, hp 8, malf 96.

*Fairbairn-Sykes* fighting knife 25%, damage 1D4+2+db, atts 1.

Fist/Punch 55%, 1D3*+db, atts 1.

4× Grenades Throw%, damage 4D6/4 yards, range Thrown yards, atts 1/2, malf 99.

**Appearance:** Powell is 31 years old, but already a veteran, a wiry man, his weather-beaten features a result of his extensive service across all parts of the world and enduring much hardship behind enemy lines. He has deep blue eyes, short dark hair which is already greying at the temples and sports a rather large luxuriant moustache which he is wont to twiddle during contemplation. His one vice is his battered pipe and slipper of tobacco.

**Martial Arts 26%, doubles base damage.*

## SERGEANT JOHN 'JB' BENNETT, "The Bruiser"
## Special Boat Squadron NCO, aged 27

Before the war, John 'JB' Bennett was, like his father before him, a dour, no nonsense trawler fisherman working the North Sea, and he carried that attitude with him into the army. It was this, along with his fortitude that served him well throughout the campaign in Norway, that got him promoted to the rank of sergeant, and then saw him seconded to the Special Boat Section. A combat hardened veteran, Bennett has seen extensive action throughout the war and has carried out several joint operations with the Norwegian resistance. He has only been posted back to England after time on operations in the Mediterranean. He has cousins in Norway, so has some knowledge of the language. Normally, Corporal Barker's flippancy would at least earn him a stern warning, but Bennett knows the corporal's skills and abilities to be too useful to dress the man down too often. While Bennett would scoff at the idea of the occult, exposure to it might make him rethink his dismissal of his grandma's folk tales.

| | | | |
|---|---|---|---|
| **STR** 16 | **DEX** 13 | **INT** 12 | **CON** 15 |
| **SIZ** 15 | **APP** 10 | **POW** 11 | **EDU** 15 |
| **SAN** 50 | **Hit Points:** 15 | | |

**Damage Bonus:** +1D4

**Skills:** Bargain 05%, Climb 29%, Dodge 26%, Explosives 26%, First Aid 40%, Hide 25%, Jump 25%, Mechanical Repair 40%, Meteorology 25%, Natural History 20%, Navigation (Sea/Land) 35%, Persuade 20%, Philosophy & Religion 15%, Pilot Boat (Canoe) 53%, Pilot Boat (Trawler) 46%, Survival (Polar) 31%, Psychology 15%, Skiing (Nordic) 39%, Sneak 25%, Swimming 45%, Throw 35%.

**Language Skills:** English (Own) 75%, Arabic 06%, German 11%, Norwegian 26%.

**Weapon Skills:** Bayonet 20%, Fist/Punch 65%, Grapple 25%, Handgun 30%, Kick 25%, Knife 50%, Machine Gun 70%, Martial Arts 26%, Rifle 50%, Submachine Gun 40%.

**Weapons:** *Bren Mk I* light machine gun 70%, damage 2D6+3, base range 110, atts 1/burst, rounds 30, hp 12, malf 98.

*Webley Mark VI* revolver 30%, damage 1D10+2, atts 1, base range 20 yards, rounds 6, hp 8, malf 96.

*Fairbairn-Sykes* fighting knife 50%, damage 1D4+2+db, atts 1.

Fist/Punch 55%, 1D3*+db, atts 1.

4× Grenades Throw%, damage 4D6/4 yards, range Thrown yards, atts 1/2, hp 8, malf 99

**Appearance:** Tall and strongly built, Bennett is a 27 year old who has short curly black hair. Already wounded in action several times, he is calm under fire and excessively brave, often ready to risk his own life for a higher cause. This contrasts strongly with his cynical, rather world-weary demeanor away from action, but underneath he is a trusty and willing comrade.

**Martial Arts 26%, doubles base damage.*

*It is only through the heroic deeds and often untold sacrifices of the brave lads of the section that we preserved the safety of the free world during those dark years.*

# CORPORAL PAUL 'PEEBS' BARKER, "The Fixer"
## Special Boat Squadron NCO, aged 23

If you asked what Paul 'Peebs' Barker did before the war, he would say that he had been a motor mechanic. After all, he knows his way around almost any internal combustion engine, but the fact that he took to laying explosives and demolitions like a duck to water suggests that he was doing something else rather shady... This together with his ability to fix almost any device with string and sealing wax got him seconded to the Special Boat Section. He has a profound knack for ferreting out useful arms and equipment and is constantly evaluating how things work and any advantage to be gained from his environment. He also exhibits a deep love of explosives and will offer to turn demolition man at the drop of a hat. The only thing that he grumbles about is being at sea as he suffers from sea sickness.

| | | | |
|---|---|---|---|
| **STR** 13 | **DEX** 15 | **INT** 17 | **CON** 14 |
| **SIZ** 11 | **APP** 09 | **POW** 17 | **EDU** 13 |
| **SAN** 80 | **Hit Points:** 13 | | |

**Damage Bonus:** None.

**Skills:** Conceal 15%, Climb 28%, Dodge 38%, Drive (Automobile) 40%, Explosives 61%, Fast Talk 25%, First Aid 30%, Hide 20%, Jump 25%, Jury Rig 55%, Listen 25%, Locksmith 41%, Mechanical Repair 60%, Navigation (Sea/Land) 30%, Pilot Boat (Canoe) 45%, Survival (Polar) 31%, Scrounge 60%, Skiing (Nordic) 29%, Sneak 30%, Spot Hidden 45%, Swimming 25%, Throw 25%.

**Language Skills:** English (Own) 65%, German 11%, Norwegian 11%.

**Weapon Skills:** Bayonet 20%, Fist/Punch 50%, Flamethrower 45%, Grapple 25%, Handgun 50%, Kick 25%, Knife 25%, Machine Gun 25%, Martial Arts 21%, Rifle 45%, Submachine Gun 55%.

**Weapons:** *Silenced Sten MKIIS* submachine gun 55%, damage 1D10-2, atts 2/burst, base 20 yards, rounds 32, hp 8, malf 96.

*Webley Mark VI* revolver 50% damage 1D10+2, atts 1, base range 20 yards, rounds 6, hp 8, malf 96.

*Fairbairn-Sykes* fighting knife 25% damage 1D4+2, atts 1.

Fist/Punch 50%, 1D3*, atts 1.

4× Grenades Throw%, damage 4D6/4 yards, range Thrown yards, atts 1/2, hp 8, malf 99.

**Appearance:** Corporal Paul 'Peebs' Barker is 25 years old and a small, rangy individual. Barker has brown hair and watery blue eyes. He has a perpetually cheery disposition as well as a woodbine seemingly permanently stuck in the corner of his mouth—though not lit when in the field or on duty. Barker can appear slightly absent minded, but his brain is usually ticking over as it grapples with some deeper mechanical or engineering problem.

**Martial Arts 21%, doubles base damage.*



Sailors during Operation Frankton at the beginning of the attack on the Port of Bordeaux (1942).

## DAVINA RODGERS, "The Historian"
## Civilian Linguistics Specialist, aged 37

Davina has had some experience with the Nazis and she didn't like what she found especially during that cycling holiday in Germany before she went up to university to study English literature. When war broke out, she was ready to join the Auxiliary Territorial Service or Women's Auxiliary Air Force, but a word from a lecturer, Professor Tolkien, got her sent to the Government Code and Cypher School. There she has been mostly working on intercepts from the Norwegian theatre of operations, but it was her knowledge of the old Norse Sagas and Viking mythology, and then of Spiritualism—her mother lost a brother in the Great War, which got her seconded to Section M for this mission. An experienced and highly trained intelligence officer, but with little practical experience of fieldwork, Davina is a little nervous about her first mission. Of course, she would never show it and as far anyone else is concerned, she is game for anything!

**STR** 09 **DEX** 15 **INT** 16 **CON** 18
**SIZ** 10 **APP** 15 **POW** 13 **EDU** 17
**SAN** 60 **Hit Points:** 14

**Damage Bonus:** None.

**Skills:** Anthropology 26%, Archaeology 26%, Bargain 10%, Climb 24%, Credit Rating 20%, Cryptography 31%, Dodge 30%, Drive (Automobile) 40%, History 40%, First Aid 50%, Jump 25%, Library Use 45%, Listen 25%, Literature 50%, Mathematics 39%, Occult 15%, Persuade 40%, Photography 25%, Pilot Boat (Canoe) 32%, Survival (Polar) 31%, Psychology 25%, Ride 25%, Skiing (Nordic) 32%, Swim 45%, Throw 45%.

**Language Skills:** English (Own) 85%, Finnish 21%, German 21%, Latin 21%, Norwegian 26%, Old Norse 46%, Norse Runes 46%.

**Weapon Skills:** Club (Hockey Stick) 45%, Fist/Punch 50%, Handgun 40%.

**Weapons:** *Webley Mark VI* revolver 40%, damage 1D10+2, atts 1, base range 20 yards, rounds 6, hp 8, malf 96.

*Fairbairn-Sykes* fighting knife 25%, damage 1D4+2, atts 1.

Fist/Punch 50%, damage 1D3.

**Appearance:** Davina is a strong, independent young lady well able to hold her own in male company but at first glance, she has all the charm of a rosy cheeked country cousin just up from the shires for the weekend, all jolly hockey sticks and hearty hellos. However her cheery demeanour masks a shrewd, analytical mind and having been good at games at her highly select public school and been devoted to a healthy, outdoor life ever since, she is a robust physical specimen, well capable of keeping up with and surpassing the weaker sex (men).

## Equipment & Gear

For their mission the investigators have been issued with the following equipment in addition to their weapons, ammunition and personal effects.

- Mark II 'Cockle' Canoes
- Paddles
- Winter survival camouflage clothing
- 4x Grenades
- Dagger
- Webbing

1 haversack containing:

- 10 days Type E-ration packs
- Mess tins
- Portable stove
- Water bottle
- Torches/Flashlights

Additional equipment:

- Explosives
- Limpet mine
- Map
- Binoculars
- Compass
- First aid kits containing medicinal brandy
- Skis, binding, and poles will be supplied by the Norwegian resistance

# Allies and Adversaries

*"The snow knows no boundary lines, Major: neither does our friend Mister Seraph." - Sven Godmundson*

The statistics and information for each ally and adversary the investigators encounter have been repeated here for ease of reference. Keepers are encouraged to use these NPCs in additional sides-stories, encounters and plots of their own devising.

## THE HEROES OF TRELLBORG

### Mister Seraph

The mysterious Mister Seraph is an occult expert, witchman, sorcerer, seer, and one of the leading operatives of Section M, the British secret service department charged with countering the Nazi occult threat. Seraph has an academic background and studied at both Oxford and Cambridge and holds degrees in classics, ancient languages, and archaeology as well as a doctorate in ancient history. Despite his true origins remaining an enigma, Seraph moves amongst the highest levels of government and is intimately connected to both the civilian and military levers of power.

Seraph comes across as infuriating, being often otherworldly, secretive, and cryptic, as if his focus is elsewhere (which a lot of the time it is). He does not mean anything by it, it is just his manner, but it may well rub some characters (especially conventional military types) up exactly the wrong way.

He is a linguistic genius when it comes to ancient languages and with a little effort is capable of translating most texts. He is almost as good with modern languages.

It is rare for Mister Seraph to go anywhere armed, and even rarer for him to carry a firearm. If he needs to carry a weapon, he favours a Kukri, the heavy bladed large knife wielded by the Nepalese. This weapon has been enchanted and is capable of harming Mythos entities.

| | | | |
|---|---|---|---|
| **STR** 9 | **DEX** 12 | **INT** 18 | **CON** 10 |
| **SIZ** 9 | **APP** 16 | **POW** 18 | **EDU** 18 |
| **SAN** 65 | **Hit Points:** 10 | | |

**Damage Bonus:** None.

**Skills:** Astronomy 40%, Archaeology 50%, Biology 30%, Chemistry 20%, Cthulhu Mythos 20%, Disguise 30%, Dodge 24%, Handgun 30%, Library Use 60%, Occult 60%, Natural History 50%, Pilot Boat (Canoe) 40%, Psychology 40%, Skiing (Nordic) 60%, Sneak 70%, Spot Hidden 60%, Survival (Polar) 50%.

**Language Skills:** Aklo 15%, Ancient Greek 60%, Finnish 40%, German 80%, Hebrew 35%, Latin 80%, Norse Runes 50%, Norwegian 70%.

**Weapons:** Enchanted kukri 60%, damage 1D6+1.

**Spells:** *Alter Weather*, *Dispel Undead*, *Flame Bolt* (p44), *Healing*.

**Appearance:** Otherworldly and physically rather weak looking, Seraph's deep penetrating eyes, long silver hair and rather fey manner mark him as different from your standard strapping World War Two hero. Clean shaven, he dresses rather eccentrically in a mix of military and civilian gear, but usually favours a combination of leather jacket, scarf, and witchman's cloak. It is quite difficult to tell his age, although he appears rather callow and boyish, he could be anywhere from 25 to 50 years old. He might carry pagan or Viking charms and runes, and may also have several spell books and scrolls concealed around his person or other archaeological or occult paraphernalia and spell ingredients.

## Special Boat Squadron: Privates Cameron, Jones and Mitchell

These SBS soldiers are specialists in infiltration missions, able to penetrate deep behind enemy lines and survive independently in hostile territory. Most will have at least a passing knowledge of German and depending on the needs of the mission, will be trained in sabotage, electronics, radio, jury rig, or scrounging. These are tough, resourceful, highly trained men and deadly killers, and can be called upon as either additional player or non-player characters.

| | | | |
|---|---|---|---|
| **STR** 16 | **DEX** 15 | **INT** 14 | **CON** 15 |
| **SIZ** 15 | **APP** 13 | **POW** 9 | **EDU** 10 |
| **SAN** 40 | **Hit Points:** 15 | | |

**Damage Bonus:** +1D4

**Skills:** Conceal 50%, Dodge 32%, Grapple 40%, Martial Arts 50%, Pilot Boat (Canoe) 60%, Survival (Polar) 60%, Skiing (Nordic) 60%, Sneak 60%, Track 40%.

**Language Skills:** English (Own) 50%, German 25%.

**Weapons:** *Silenced Sten MKIIS* submachine gun 60%, damage 1D10-2, atts 2/burst, base range 20 yards, rounds 32, HP 8, malf 96.

*Webley Mark VI* revolver, 60% damage 1D10+2, atts 1, base range 20 yards, rounds 6, HP 8, malf 96.

*Fairbairn-Sykes* fighting knife 60%, damage 1D4+2+db, atts 1.

Fist/Punch 50%, 1D3*+db, atts 1.

4x Grenades Throw%, damage 4D6/4y, range Thrown yards, atts 1/2, malf 99.

**Martial Arts 50%, doubles base damage.*

## Sven Godmundson

Sven is a Norwegian patriot, a fierce hater of the Nazi occupation of his native land and a cautious, but intelligent leader of the local resistance group.

| | | | |
|---|---|---|---|
| **STR** 14 | **DEX** 12 | **INT** 14 | **CON** 15 |
| **SIZ** 14 | **APP** 14 | **POW** 7 | **EDU** 10 |
| **SAN** 40 | **Hit Points:** 15 | | |

**Damage Bonus:** +1D4

**Skills:** Occult 15%, Skiing (Nordic) 70%, Sneak 40%, Spot Hidden 40%, Track 40%.

**Language Skills:** English 40%, Norwegian (Own) 50%.

**Weapons:** *Krag-Jørgensen M/1894* bolt-action rifle 70%, damage 2D6+2, atts 1/2, base range 110 yards, rounds 5, hp 12, malf 98.

*ERMA MP40* submachine gun 60%, damage 1D10, atts 2/burst, base range 30 yards.

Ice axe 80%, damage 1D6+1+db, atts 1.

Knife 70%, damage 1D6+db, atts 1.

**Appearance:** At first glance, Sven will seem to be a fatalistic, perhaps gloomy individual, until he has a few drinks when his more jovial comradely side comes out. He is a brave and courageous individual, and intensely fierce in hand-to-hand combat when he feels his Norse blood stirring. Tall, blond, and heavily bearded, he seems the very epitome of a modern day Viking warrior.

## Olaf Godmundson

| | | | |
|---|---|---|---|
| **STR** 12 | **DEX** 15 | **INT** 12 | **CON** 15 |
| **SIZ** 12 | **APP** 13 | **POW** 9 | **EDU** 10 |
| **SAN** 40 | **Hit Points:** 2 due to wounded state (normally 14) | | |

**Damage Bonus:** None

**Appearance:** Olaf Godmundson is almost an identical twin of his older brother, though physically slightly less powerful and he is clean shaven rather than bearded. A brave member of the Norwegian resistance, he has been sorely wounded by his encounter with the *Drottnar* and will be weak and feverish when the players encounter him, though he will gratefully accept a peg or two of brandy to help revive his spirits.

## Norwegian Resistance: Hegland, Froiland, Lund, and Solverson

These fearless members of the Norwegian resistance are committed to ending the Nazi occupation of their country and follow their leader Sven Godmundson with an almost religious fervour. Away from the fight against the Germans, they continue their normal lives as farmers, fishermen, and civilians under the constant fear of discovery and death.

| | | | |
|---|---|---|---|
| **STR** 12 | **DEX** 15 | **INT** 11 | **CON** 15 |
| **SIZ** 12 | **APP** 13 | **POW** 9 | **EDU** 10 |
| **SAN** 40 | **Hit Points:** 14 | | |

**Damage Bonus:** None.

**Language Skills:** Norwegian (Own) 50%.

**Weapons:** *Krag-Jørgensen M/1894* bolt-action rifle 40%, damage 2D6+2, atts 1/2, base range 110 yards, rounds 5, hp 12, malf 98.

*ERMA MP40* submachine gun 30%, damage 1D10, atts 2/burst, base range 30 yards.

Knife 25%, damage 1D6, atts 1.

# THE AXIS

## Kriegsmarine Sailor

This sailor is typical of the crew manning the fast attack *S-Boots* assigned to patrol Norwegian waters.

**STR** 13 **DEX** 14 **INT** 11 **CON** 15
**SIZ** 13 **APP** 12 **POW** 10 **EDU** 11
**SAN** 45 **Hit Points:** 14

**Damage Bonus:** +1D4

**Skills:** Heavy Weapons (Cannon) 40%, Heavy Weapons (Torpedoes) 40%, Mechanical Repair 40%, Navigate (Sea/Land) 25%, Pilot Boat (S-Boat) 55%, Swimming 50%.

**Language Skills:** German (Own) 55%.

**Weapons:** *Mauser Karabiner 98k* bolt-action rifle 45%, damage 2D6+4, atts 1, base range 100 yards.

*ERMA MP40* submachine gun 35%, damage 1D10, atts 2/burst, base range 30 yards.




## Kriegsmarine Kapitänleutnant

A loyal officer of the *Kriegsmarine*, this *Kapitänleutnant* (the equivalent of a lieutenant), commands a single *S-Boot* and its crew of 25 men, patrolling the coastal waters of Norway.

**STR** 13 **DEX** 11 **INT** 14 **CON** 14
**SIZ** 12 **APP** 13 **POW** 11 **EDU** 13
**SAN** 50 **Hit Points:** 13

**Damage Bonus:** +1D4

**Skills:** Heavy Weapons (Cannon) 50%, Heavy Weapons (Torpedoes) 55%, Mechanical Repair 50%, Navigate (Sea/Land) 45%, Pilot Boat (S-Boat) 65%, Swimming 50%.

**Language Skills:** German (Own) 75%.

**Weapons:** *Luger PO8* semiautomatic pistol 50%, damage 1D10, base range 20 yards.

"A German patrol is on the way, it'll be here soon. I imagine you'll want to prepare a welcome?" He smiled.

## Heer Soldier

**STR** 13 **DEX** 14 **INT** 11 **CON** 15
**SIZ** 13 **APP** 12 **POW** 10 **EDU** 11
**SAN** 40 **Hit Points:** 14

**Damage Bonus:** +1D4

**Skills:** Climb 50%, Dodge 28%, First Aid 45%, Hide 25%, Listen 50%, Sneak 20%, Throw 40%, Track 10%.

**Language Skills:** German (Own) 55%.

**Weapons:** *Mauser Karabiner 98k* bolt-action rifle 55%, damage 2D6+4, atts 1/2 , base range 150 yards.

*ERMA MP40* submachine gun 55% damage 1D10, atts 2/burst, base range 30 yards.

## Tank Commander

**STR** 13 **DEX** 14 **INT** 12 **CON** 15
**SIZ** 13 **APP** 12 **POW** 10 **EDU** 12
**SAN** 40 **Hit Points:** 14

**Damage Bonus:** +1D4

**Skills:** Climb 45%, Dodge 28%, First Aid 45%, Listen 60%, Operate Heavy Machinery (Tank) 45%, Throw 40%, Track 10%.

**Language Skills:** German (Own) 60%.

**Weapons:** *Luger PO8* semiautomatic pistol 50%, damage 1D10, atts 2, base range 20 yards.



The *Gebirgskorps Norwegen*. Tough, battle hardened troops, experienced in winter warfare

## *Hauptmann* Otto Kortig, *Gebirgskorps Norwegen* Officer

Kortig is a the leader of the *Gebirgskorps Norwegen* patrol, an experienced soldier who has been with the Korp since its founding in 1940. A veteran of *Operation Renntier*, the occupation of Finnish Petsamo, he has become a world weary, rather cynical officer, trying his best to simply keep his men alive for a cause he no longer truly believes in.

**STR** 14 **DEX** 14 **INT** 13 **CON** 14
**SIZ** 13 **APP** 12 **POW** 10 **EDU** 14
**SAN** 45 **Hit Points:** 14

**Damage Bonus:** +1D4

**Skills:** Climb 60%, Dodge 35%, First Aid 45%, Hide 35%, Listen 45%, Skiing (Nordic) 40%, Sneak 35%, Spot Hidden 40%, Survival (Polar) 40%, Throw 40%, Track 25%.

**Language Skills:** Finnish 10%, German (Own) 80%, Norwegian 10%.

**Weapons:** *ERMA MP40* submachine gun 75%, damage 1D10, atts 2/burst, base range 30 yards.

*Luger PO8* semiautomatic pistol 60%, damage 1D10, base range 20 yards.

## *Gebirgskorps Norwegen* Trooper

The *Gebirgskorps Norwegen* is a German army unit which saw action on both the Finnish and Norwegian fronts between 1940 and 1945. In the tradition of other mountain corps, like the *Gebirgsjäger*, these were troops who specialised in mountainous and cold weather warfare and have the requisite skills and experience to survive and thrive in these harsh environments.

**STR** 13 **DEX** 13 **INT** 11 **CON** 14
**SIZ** 13 **APP** 10 **POW** 9 **EDU** 9
**SAN** 40 **Hit Points:** 14

**Damage Bonus:** +1D4

**Skills:** Climb 55%, Dodge 35%, First Aid 45%, Hide 35%, Skiing (Nordic) 40%, Sneak 35%, Survival (Polar) 40%, Throw 40%, Track 20%.

**Language Skills:** Finnish 10%, German (Own) 45%, Norwegian 10%.

**Weapons:** *Mauser Karabiner 98k* bolt-action rifle 75%, damage 2D6+4, atts 1/2 , base range 150 yards.

*ERMA MP40* submachine gun 75%, damage 1D10, atts 2/burst, base range 30 yards.

# THE MONSTROSITIES

## Brown Bear

**STR** 21 **DEX** 10 **CON** 14 **SIZ** 20
**APP** 12 **POW** 11
**Move:** 16 **Hit Points:** 17

**Damage Bonus:** +2D6

**Weapons:** Bite 25%, damage 1D10, atts 1.

Claws 50%, damage 1D6+db, atts 1.

Slap 25%, damage 1D6, atts 1.

**Armour:** 3-point fur and gristle.

**Skills:** Climb 35%, Listen 75%, Scent Prey 70%, Track 70%.

## Reanimated Corpse: Labourer / Villager / Black Sun SS

These shambling, soulless, rotting corpses have been reanimated by von Obertorff's dark sorcery to serve as both guards and cannon fodder to test both the investigators' will and their firepower. Their tactics are to close on the investigators as quickly as possible and attempt to grapple with them before throttling a target for 1D4 damage per round on subsequent rounds. This can be prevented with a **STR** versus **STR** roll on the Resistance Table.

**STR** 16 **DEX** 6 **INT** – **CON** 16
**SIZ** 13 **APP** – **POW** 1 **EDU** –
**SAN** – **Move:** 4 **Hit Points:** 10

**Damage Bonus:** +1D4

**Weapons:** Bite 30%, damage 1D3, atts 1.

Grapple 25%, throttle for 1D4 damage, atts 1.

**Armour:** None, but impale weapons do 1 point of damage including firearms, all other weapons do half damage. All hits to the head do normal damage. This is a *Difficult* attack.

**Sanity Loss:** 1/1D8

**Head Shot Rule:** Unlike normal zombies, these corpses are vulnerable to damage to the head. Targeting the head is *Difficult*, but the attack does normal damage. Unless an investigator specifically states that he is attacking a corpse's head, any attack that *Impales* (one fifth of the skill or less) hits the head and does normal damage. If the player does not realise this vulnerabilty, then his investigator will with a successful Idea roll. These rules only work with reanimated dead due to their slow, shuffling nature made worse by the cold.

## *Drottnar* Hybrid

A foul mix of human and *Drottnar* interbreeding has produced the *Drottnar*-Human hybrid, a creature which combines the worst aspects of both species. The hybrid takes on the form of a tall powerful human and while it retains its human clothing, yellow-white fur fringes its arms, neck, and head. The bestial face combines aspects of human, bear, and wolf with piercing red eyes, savage jaws, long talons, and immense physical strength that make it a daunting opponent. While it loves to fight hand-to-hand, it will also not hesitate to cast spells like *Ice Bolt*, or if it has time and a ready supply of corpses, *Create Zombie*, to provide minions to aid it. The hybrid can be damaged by normal weapons, but like its otherworldly parent, it is especially vulnerable to fire based weapons and attacks which do double damage.

**STR** 25 **DEX** 13 **INT** 13 **CON** 15
**SIZ** 15 **APP** – **POW** 13 **EDU** –
**SAN** – **Move:** 13 **Hit Points:** 15

**Damage Bonus:** +1D6

**Weapons:** Bite 30%, damage 1D6, atts 1.

Claws 40%, damage 1D8+db, atts 1.

**Armour:** 1-point of armour from its *Drottnar* heritage. Fire-based attacks inflict double damage.

**Spells:** *Create Zombie*, *Ice Bolt* (p44).

**Sanity Loss:** 1/1D8

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"Then I heard it too...
the sounds took on a lurching, shuffling nature, like meat and bone collapsing on top of each other."

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## *Obergruppenführer* Ludwig von Obertorff

A senior member of the Nazi occult hierachy and a ruthless and savage sorcerer, by the time that the investigators encounter von Obertorff, he will have been warped and perverted by his extended contact and sorcerous dealings with the *Drottnar*, becoming part *Drottnar* himself although retaining more of his human side than a normal hybrid. His sanity will be close to the breaking point and above all else, he now desires to capture and wield the *Drottnar* artefact and claim power for himself. Players may percieve him flicker between human and *Drottnar* forms (hence SIZ difference) under stress or if he wishes to intimidate them.

**STR** 20 **DEX** 15 **INT** 17 **CON** 15
**SIZ** 12/18 **APP** 7/– **POW** 16 **EDU** 17
**SAN** 15 **Move:** 8 **Hit Points:** 17

**Damage Bonus:** +1D4/+1D6

**Weapons:** Claws 30%, damage 1D4+db, atts 1.

**Armour:** 2-point hide.

**Skills:** Cthulhu Mythos 25%, Occult 70%, Philosophy & Religion (Nazi Ideology) 75%.

**Language Skills:** English 80%, German (Own) 85%, Norwegian 70%, Old Norse 70%, Runic 70%.

**Spells:** *Alter Weather*, *Control Humans* (p44), *Control Undead*, *Create Zombie*, *Ice Bolt* (p44).

**Sanity Loss:** 1/1D8 (in *Drottnar* Hybrid form)

## The *Drottnar*

The *Drottnar* is indeed a most formidable looking opponent, its colossal nine-foot tall body is powerfully muscled beneath a coat of straggly yellow-white hair, while its strapping, brawny arms end in powerful crushing paws, topped by scimitar-like talons. Its face seems to combine the most brutish features of wolf and bear, yet perhaps the most terrifying thing about it is the keen, malicious intelligence lurking behind the crimson orbs of its eyes as it regards its prey. It is able to move through snow and icy conditions, leaving very little trace and is an expert and remorseless hunter and tracker, delighting in the chase and often prolonging its victims' agonies for its own enjoyment.

| | | | |
|---|---|---|---|
| **STR** 30 | **DEX** 21 | **INT** 24 | **CON** 21 |
| **SIZ** 23 | **APP** – | **POW** 21 | **EDU** – |
| **SAN** – | **Move:** 15 | **Hit Points:** 30 | |

**Damage Bonus:** +2D6

**Weapons:** Bite 30%, damage 1D10, atts 1.

Claws 50%, damage 1D8+db, atts 1.

**Armour:** 3-point hide.

**Skills:** Dodge 60%, Scent Prey 70%, Sneak 70%, Track Prey 70%.

**Spells:** *Alter Weather*, *Control Humans* (p44), *Control Undead*, *Create Zombie*, *Ice Bolt* (p44).

**Sanity Loss:** 1/1D10

**Vulnerabilities:** The *Drottnar* is impervious to ordinary bullets and takes normal damage from melee weapons. Its one weakness is an extreme vulnerabilty to fire attacks, which inflict double normal damage. If the *Drottnar* takes more than 10 points of fire based damage in a single round, there is a 25% chance that it will catch alight and burn for an additional 1D6 damage per round until it is able to extinguish it (diving in water, rolling in the snow, etc.).



The *Drottnar* – ice demon from another world.

# New Rules

"Bullets and tanks are not the only weapons we employ to oppose evil, Major." - Seraph

## SKILLS

### Pilot Boat (Canoe) 05%

A particular refined form of seafaring, piloting a one- or two-man canoe is a skill not readily comparable with other forms of boat or ship piloting. This skill encompasses not only all the paddle work necessary to move a craft through water, but a knowledge of sea behaviour and river tides and the ability to right rolled canoes or escape from sinking ones.

### Skiing (Nordic) 05%

This skill measures the character's ability to travel across snowy and icy terrain using standard skis and bindings. The more advanced their Skiing (Nordic) skill, the further that a character will be able to travel in an hour or a day and is also be able to spot hidden dangers in the terrain. Note that downhill skiing is a separate skill—covered by the Skiing (Downhill) skill—and associated more with leisure and sports activities.

### Survival (Polar) 01%

This skill reflects the knowledge and experience that an investigator has to survive in the extreme cold and icy environments at the Arctic or Antarctic Poles, or at high altitudes. At its basic level this would reflect the character's chances of finding or building shelter and obtaining food and water in cold weather climates. At higher skill levels, a character will be able to read changes in weather patterns, spot natural hazards like crevasses and avoid potential avalanches.

## SPELLS

### Control Humans

With this spell a creature can bend the will of a group of humans over a much longer period than the simple *Dominate* spell. Match creature versus human POW on the Resistance Table; with success, the casting creature can issue very simple commands, for example, 'follow, walk north' and the target will obey for the next hour. The creature expends one Magic Point per human.

### Flame Bolt

The caster is able to fling a tongue of fire from his hand toward a target up to 20 yards away. The attacker must make a normal Throw attack to hit. The flames inflict 1D6 damage. For each point of damage suffered by the target, there is a 5% cumulative chance that he will be set alight. For example, if the target suffers 4 points of damage, the chance is 20%. Once alight, the flames burn until extinguished, inflicting 1D3 damage each round. The spell costs 4 Magic Points to cast.

### Ice Bolt

The caster is able to fling sharp stalactite like spikes of ice from his fingers toward a target up to 20 yards away. The attacker must make a normal Fist attack to hit. The spikes inflict 1D4 damage and have a chance to impale. Each strike also inflicts 1D2 damage of intense cold upon the target. The spell costs 1D3 Magic Points to cast, last for 1D6 rounds, and can be used once per combat round.

## New Arms & Equipment

| Weapon Name | Base Chance & Starting Skill | Damage Done | Base Range | Attacks Per Round | Rounds In Gun | HP | Malf |
|---|---|---|---|---|---|---|---|
| *Bren Mk I* light machine gun | Heavy Weapons (Machine Gun) 15% | 2D6+3 | 110 yards | 1 or burst | 30 | 12 | 98 |
| *Flammenwerfer 35* ("flamethrower") | Heavy Weapons (Flamethrower) 05% | 2D6+shock | 25 yards | 1 | 10 | 6 | 95 |
| *Gewehrgranatgerät* ("rifle grenade launcher") | Rifle Grenade Launcher 15% | 4D6 / 2y | 50 yards | 1/2 | 1 | 12 | 99 |
| *Krag-Jørgensen M/1894* bolt action rifle | Rifle 25% | 2D6+2 | 110 yards | 1/2 | 5 | 12 | 98 |
| *Leuchtpistole 28* ("flare gun") | Handgun 20% | 1D10+1D3 burn | 10 yards | 1/2 | 1 only | 6 | 00 |
| *Luger P08* semiautomatic pistol | Handgun 20% | 1D10 | 20 yards | 2 | 8 | 8 | 97 |
| *Mauser Karabiner 98k* bolt action rifle | Rifle 25% | 2D6+4 | 150 yards | 1/2 | 5 | 12 | 98 |
| *ERMA MP40* submachine gun | Submachine Gun 15% | 1D10 | 30 yards | 2 or burst | 32 | 10 | 96 |
| *Silenced Sten MKIIS* submachine gun | Submachine Gun 15% | 2D6+4 | 20 yards | 2 or burst | 32 | 8 | 98 |
| *Stielhandgranate 24* ("stick grenade") | Throw 25% | 4D6 / 2y | Thrown | 1 | NA | 8 | 99 |
| Tracer Rounds | As weapon | +1D4* | as weapon | NA | NA | NA | NA |
| *Webley Mark VI* revolver | Handgun 20% | 1D10+2 | 20 yards | 1 | 6 | 6 | 98 |

*To targets susceptable to fire.





Icy conditions pose no problem for German armour.

# Diary of a Madman

"There, in a vast hollow cavern, lies a hidden temple sacred to the hanged god carved from the mountain's heart stone."

## February 12th

*We have arrived in this middle of the Finnish wilderness, beneath the shadow of* Odin's Fist. *It is the site, I am certain of it, for having consulted the map and now having seen it, no other bears the characteristic shape named in* Uriglegand's *Saga. How fortunate we are that that forgotten, forbidden text has so recently come to light in the library that was thought lost.*

*Or perhaps it is more than fortunate, perhaps it is destiny after all that has led us here? For I must confess I feel the spirit of our pagan ancestors at work and the hand of our Aryan forefathers on my shoulder. After our recent reverse in* Russland *it must be a sign, a gift left for us, hidden down the long centuries for our time of need. If my interpretation is correct, the* Führer *will be most pleased, for if we attain our goal, even if the Americans enter the war here in mainland Europe, we would be irresistible. I can scarcely contain myself from exploring the mountain right way.*

*But to practicalities first. We have found a suitable site at the base of the mountain and the Untermensch have been put to work building a camp. I have also addressed the local peasants in the village. It is difficult to believe these people are part of the same master race, but even the purest line may have degenerate branches I suppose. They seemed cowed by our display of arms and fierce Aryan will. I do not expect any trouble from these peasants, but if there is, I will suppress it with a ferocity that they will never forget. Nothing must be allowed to compromise my mission. Nothing.*

## February 15th

*The mountain is harsh and unforgiving, but I have discovered the ancient sacrificial road which the Norsemen must have used and it provides a steep, but ready means to attain the peak. The summit Itself is hollow and contains an extensive cave system, like a honeycomb, and although there is much evidence of pagan occupation, I have found a central temple-like complex devoted to* Odin. *I have yet to discover the inner sanctuary the saga mentions. Perhaps further meditation upon the text will help me uncover its secrets.*

*Down below, much progress has been made on the camp and we are secure now, safe within our wire walls and fences. I constantly have to remind the men not to work the labourers too hard or treat them badly, much as it goes against their instincts. I wonder if they think me too merciful? Nothing could be further from the truth. The rituals may require much blood or many lives, and we need to retain a fresh supply of both at hand.*

## February 16th

*I have unearthed the inner sanctum and now I believe our glorious Aryan ancestors meant me to find this place. What irony that one of the* Untermensch *discovered it, although he paid with his life when the tunnel collapsed around him, the first of many sacrifices I suspect.*

*The rock fall exposed an old half-collapsed tunnel and I ordered the men to wait on the threshold while I explored alone. A long passage winds down for many metres into the very innards of the mountain to reveal the great secret of this place. For there in a vast hollow cavern lit by a pale, unnatural luminescence which seems to seep from the rock itself, lies a hidden temple sacred to the hanged god, carved from the mountain's heart stone. A malevolent grove of twisted trees surrounds the huge heart Ash at its centre and the roof above seems to stretch away into the stars, as if you were peering out into the void of the heavens.*

*I stared in wonder for a long timeless space, mesmerised by the weird unnatural beauty of this place, which I imagine no mortal must had laid eyes on for long centuries. As if waking or*

*perhaps entering a trance, I then approached the great tree itself, whose roots seemed to dig deep into the mountain. I gazed at its empty leafless branches and the gnarled trunk which seemed to have sprung from the seed of the world tree itself for many moments before I saw them, the unnatural shapes below.*

*They were spread around the base like numbers on a clock face, each entombed within its own prison of ice. Then suddenly I could hear, or perhaps feel it, a mind reaching out to me, a deep, exotic consciousness that whispered of scenes from the past untold centuries. There were no words, just visions of when the Norse men had worshipped the old ways here, blood rituals and terrible sacrifices to honour the hanged god and his disciples from beyond this world. Then it spoke of release, of freedom, and showed me the way, revealing the dark rites necessary to unlock those chains of ice which contained it and its fellows - and it promised great rewards, untold treasures, the shining spear for the one who would release them, the one who would release the* Drottnar.

## February 18th

*The time nears to begin the awakening, yet the process both troubles and fascinates me. The ritual is complicated yes, but I believe it is within my scope and while It calls for many lives, that is not my concern. The* Untermensch *will serve in this as they have served in everything else…*

*No. It is the creature itself which gives me pause, for whilst it roamed in my mind I was also simultaneously able to see a little into its own. This is no mythical creature sprung from Norse legends, but a being from another world which once roamed this Earth and interbred with our Aryan ancestors. It is these hybrids, the* Drottnar, *these strange beings which now form the court which is frozen alongside it.*

*I am surprised at how little this cosmological revelation troubles me; that creatures from another world exist and walked amongst us should not be a shock to the rational mind. It is merely confirmation of what I have always suspected. We are not alone and now I have the proof of it. That they should have shaped our Aryan ancestors should also be no revelation; they simply grafted themselves onto the stem of our own master race.*

## February 20th

*Even after two days' reflection, intense study of the Saga's text and the protective wards, I know I must proceed carefully. Even in its icy shroud, one can discern the immense physical power of the creature, and what would Rascher make of this? Yet it is the subtle, savage intelligence of its mind which makes one shudder. This is a being not easily controlled or manipulated and it will always ultimately pursue its own purposes. I could feel it attempt to impose its will on my own and while I allowed it to believe it had dominated me, my actions and thoughts were perhaps not entirely of my own choosing.*

*Yet the prize it offers is immense and tantalising, and no truly great endeavour is ever free of risk. I must prepare well and venture much, including my own safety if necessary if I am to succeed. Yet I believe the counter-spells and enchantments will hold. They must. If I can secure the artefact and even a fraction of this being's knowledge, the* Reich's *ultimate victory will be assured and the* Führer's *gratitude will know no bounds.*

## February 21st

*Success! Success beyond even my wildest imaginings. My hand is shaking so much I can barely commit the words to paper, but I have made history. I, Ludwig von Obertorff, will be remembered as one of the foremost heroes of the* Reich *for this night's work, worthy to be spoken of in the same breath as the* Führer *himself in the thousand year reign.*

*I have not only freed the* Drottnar, *but bound it too, with those dark unspeakable sorceries so it cannot leave the confines of the temple against my will. Now if I can overmaster it, all its knowledge and power will be pressed into the Fatherland's service and it will ensure our ultimate triumph against those lesser races who would drag us back into their own squalor…*

*I still tremble, for it was no easy feat and nearly blasted my very soul. Outside the very air itself seemed to spasm, the storm lashing the peak and unmanning men and the workers alike, as I conjured the infernal powers. Even with the additional eldritch energy of this foul night, it drained my will to a point where it was only with the greatest difficulty could I return. I feel as if part of my soul has been given up unto it and I have received something powerful yet terrible in return…*

*We had to expend over half the* Untermensch *to free the* Drottnar *from its bonds, but they had served their purpose and are now no longer a drain on our supplies. Even though they were inferiors it was no easy thing to watch them dangle one by one in that cursed grove. Yet it was a necessary sacrifice and the* Drottnar *is risen. Now I must rest for tomorrow begins a new and terrible era in the history of mankind.*

## February 23rd

*The creature is as malevolent as Loki and as cunning as Odin himself, but we have shared our thoughts and It has allowed me to peer into its mind and experience its consciousness. Yet always I can feel it contend with me, seeking an advantage, a chance to overpower me, to break the enchantments.*

*I watched its kind first visited this realm when the Norsemen turned the Northlands red with their reaving. Finding the local gods to their liking, they adopted and perverted the local cult of Odin, mingling their blood with its priests and borrowing the old Norse name of* Drottnar *or 'rulers.' For decades, perhaps centuries, this hollow hill was their home and with their human allies and unholy children, they ruled, demanding fealty and sacrifice from bondsmen, freeman, and Jarl alike.*

*Then they could slip more easily between the worlds, but why were this one and its hybrids left behind? I must know more, yet It demands more lives, more sacrifices to free them and it whispers of the sacred artefact, a most tempting prize. I must be cautious and not allow it to deceive me, for if what I have seen is*

*true, then it would prove a most potent weapon, allowing us to strike at London, New York, or even Washington. Its potential is far beyond anything we might have dreamt of with the work at Peenemunde.*

## February 25th

*Our minds grow closer, intermingled. It has shown me many secrets, mysteries of the higher universe that are almost unimaginable, inconceivable to the mortal mind and too terrible to share. I have seen… ach, but words fail me, lesser beings are not ready for this knowledge.*

*I feel my body begin to transform, change, and in my dreams I hear its whispers now, its promises of how we might rule together. I should resist, but it grows ever more compelling… In a vision It has shown me the sacred lance, which the Norsemen called* Gungnir, *the swaying one, that they thought the spear of* Odin. *But it is a weapon that dwarfs our feeble conceptions of armaments. To control it would be to hold sway over the world and shake the capitals of axis and allies alike.*

*I, we, must have it. Yet the* Drottnar *has also revealed to me the one who is coming, the one who has watched us from afar, this one who would thwart us. He wishes to spy on us with his hateful magics from afar, but we have prevented it and we must make all preparations against this pallid witchman.*

## February 26th

*I…* the Drottnar *weakens and needs to feed and I expended the last of the* Untermensch *to supplement ou— its life force. Once again, they were taken to the grove and bound to the trees, but the weaker amongst the SS had little stomach for it and I was forced to turn hangman myself. Curious how they kick and struggle even as the noose tightens, hanging onto life until the very last breath…*

*Yet for all our precautions, one had somehow escaped, and weak from the magics or open to its suggestions, I freed the Drottnar from the confines of the mountain and allowed it to pursue her out into the wider world. For a while I was fearful that having unleashed it, it would never return, but then I seemed to see through its eyes, relentlessly stalking, hunting, seizing its prey. She was petrified with terror, whispering "horror" over and over again. She scarcely seemed to notice as I tightened the noose. When the fall broke her neck. I think it was a great relief to her.*

## February 27th

*Perhaps it has grown less cautious, or perhaps I have begun to understand it more, for I have seen into an unguarded corner of its mind, seen how the Norsemen overthrew its kind and imprisoned it here in the ice.*

*For long ages the* Drottnar *dominated and overshadowed the land, but when its disciples grew greedy, when they called for the Norsemen's own sons and daughters, rather than their mere bondsmen and slaves for their sacrifices, then the Vikings could endure no more.*

*Steeled by the runic magics of a great gathering of witchmen and skalds, the Norsemen stormed the unholy mountain and put the* Drottnar *and its progeny to the sword in a great night of blood and fire. Most of its fellows fled through the world tree, the ladder to the stars, but this one and its offspring were not so fortunate and were trapped here, entombed by the witchmen's magics as a warning to the rest not to return. Without* Uriglegand's *accursed saga, it would remain here still, but its faithful acolyte would not abandon it and left instructions on how to revive it in his tale. For what has survived down the long ages, we have great cause to thank that ill-starred rogue.*

## February 28th

*It's hunger is a tangible thing now and after long centuries unfed, it needs more souls, more sacrifices to sustain its life force on this plane. Without an active world tree its connection to the higher dimensions is severed and it must feed more frequently, especially now that we have also awoken some of the hybrids.*

## March 1st

*Even when we are not joined, I hear its voice in my thoughts and I wonder if my mind is truly still my own? My flesh begins to melt and bend under its influence, yet I have never felt such clarity, it is as if I have awoken from my sleep, arisen, like the* Drottnar, *to see the world with new eyes.*

*I see more of the witchman now too. He wears the khaki of our enemies and his hair is long, but his face is hidden. He travels under the sea and over the frozen wave and he would prevent m–the* Reich's *triumph. He brings his hounds of war and white magics to thwart us, but they shall not prevail and he will perish in untold agonies, I swear it.*

## March 2nd

*We have begun the great magic to unlock the spear, but it will be no easy task as the skalds protected it with potent spells and sorcery.*

*Yet we must feed again, our appetites become insatiable and we have no more* Untermensch, *so I have come to a decision, for the good of the* Reich *and the continuation of our cause, I will allow them to take the Finnish villagers. I know they are our distant cousins and we share the same racially pure bloodline, but we are too close now to let sentiment overtake me. Let us pay with this last tranche of lives then, if that is what it takes, a small cell sacrificed so the greater body may endure.*

## March 3rd

The Drottnar *and its acolytes are renewed and its power waxes greatly with the glut of new souls. In this as in everything our great Aryan purity proves superior to the lesser races. It has reanimated some of the hanged villagers to serve it in our great endeavour. Their broken necks click when they walk and shamble, a most curious sound.*

*As I write these words I wonder if my sanity is still intact for I have seen such things… done such… Have I awoken a creature which will ensure the triumph of the* Reich *or overwhelm it and perhaps the world itself? And if such things can truly be said to exist, what of my own soul? How will von Obertorff be weighed by the scales of history?*

*Weak, foolish, pathetic thoughts, unworthy of an* Übermensch, *as my body becomes something new, why should I question the triumph of my will? Together, I, me, we, will construct a* Reich *that will rule for ten millennia and that weak and foolish little* Austrian Gefreiter *and his Berlin sycophants will perish in the flames. The final solution? It is only a beginning…*

*Yet this nemesis, this witchman also draws closer. I can feel his unholy presence in every step he makes upon the snow. Perhaps our conventional forces can be marshalled against him? I will send word.*

## March 4th

*We are so close now, so close, the shackles are so very nearly thrown off, yet the* Drottnar *weakens and its-our-my thirst grows ever more insistent. Our minds have grown even closer together and I begin to take on its very shape and form. I believe the Black Sun see it and they begin to fear me as much as the creature. What have I become?*

## March 5th

*At last, we almost shattered the enchantment, but our supreme effort savagely weakened the* Drottnar, *killed nearly all of the hybrids and most of the reanimated villagers. We must have more power to fuel our magics and there is, but one place to find it.*

*They are loyal Aryan soldiers, yet this is war and I must have no qualms about what must be done. When the sun sets I will unleash the* Drottnar *and the remaining hybrids upon the camp before their energy is utterly expended. The Black Sun will pay the toll, but they will be transformed, reborn to serve us. It is the only way…*

*He too is near now, the pale one, the witchman, so close I can almost smell him, but it will be too late, too late. Tonight, my… our great work will be complete,* Gungnir *will be released and the worlds will tremble at our coming.*